



THE OFFICIAL STAR TREK[®] FACT FILES 181



Agent Luther Sloan
Working undercover for Section 31

Parallel Universes
Visiting other dimensions

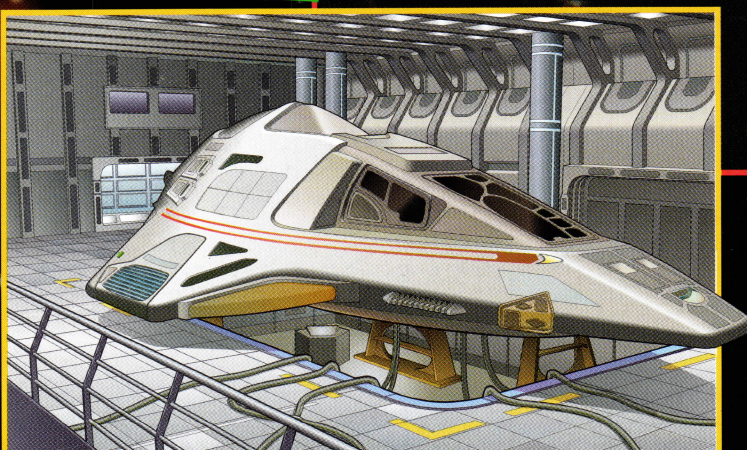
24th-Century Games
Mind and body stimulation



Cloaking Devices
Romulan ship technology

BAJORAN ASSAULT VESSEL
The Bajoran Militia's fighting fleet

DEEP SPACE NINE Holding Cells
Confining prisoners on the space station



U.S.S. VOYAGER NCC-74656
Substantial shuttlebay facility





THE OFFICIAL STAR TREK[®] FACT FILES



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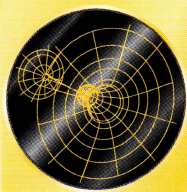
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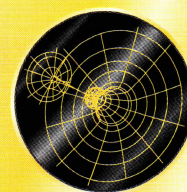


SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5 CARD 15

PARALLEL UNIVERSES



SPACE
PHENOMENA

Parallel universes hold up a mirror to our own dimension, showing us that ours is not the only 'reality' in the cosmos. These alternate worlds often illustrate the different paths that history might have taken.

The concept of parallel universes is a powerful and intriguing one, as it suggests the possibility of alternate versions of our own reality existing on simultaneous, yet separate, dimensional planes of existence. The key to the concept of parallel universes is that they hold a mirror to our own universe.

Quantum mechanics

The scientific explanation for parallel dimensions stems from theories developed by human scientists in the late 20th century. The development of quantum mechanics, a radical offshoot of so-called 'classical' physics, introduced several fundamental changes to the theories that concerned the nature of the universe. Quantum mechanics centers around formulas for

determining the actions of subatomic particles, and their relation to the greater universe around them.

One of the more interesting developments of quantum theory is the 'many worlds' interpretation of quantum mechanics, which posits that for each possible event and outcome, an alternate quantum reality – a parallel universe – exists. Thus, if a flipped coin lands tail side up in this universe, there is a parallel reality where it lands heads up, or even on its edge. In effect, all possible outcomes, to all possible events, can potentially occur somewhere within this infinite number of multiple universes.

As the changes grow larger, the divergent nature of these parallels increases; in one alternate reality, the outcome may be as simple as the position of a

An alternate Data learns that Geordi La Forge's VISOR is causing Worf's 'quantum leap.'



single atom, while in another, it could be that the fate of an entire Galaxy has changed.

Reality shift

In 2370, *U.S.S. Enterprise NCC-1701-D* crew member **Lt. Worf** passes through a series of parallel universes after his shuttlecraft is exposed to the effects of a quantum fissure. This phenomenon combines with energies from the shuttle's **warp**



In 2370, Lt. Commander Worf witnesses 285000 parallel versions of the U.S.S. ENTERPRISE.

drive to literally 'unstick' Worf from his home reality, causing him to shift from parallel universe to parallel universe. At one stage, a destabilizing of the quantum fissure allows more than 285000 alternate realities to coexist in the same space simultaneously. At first, Worf does not even realize he is no longer in his own dimension, so similar are some of these realities to his own.

Among the realities that

Worf encounters during this strange journey are one where he is first officer of the *Enterprise*, one where he is thrown a surprise birthday party, one where he and **Counselor Deanna Troi** are married with a family, and, more sinisterly, a universe where the **Borg** have overrun and dominated the **Federation**. Worf's state of quantum flux is eventually rectified, and he is returned to his 'home' universe.

Quantum fluctuations, such as the fissure encountered by Worf, are not a new phenomenon. Perhaps the best documented parallel

EXTRA-DIMENSIONAL REALMS

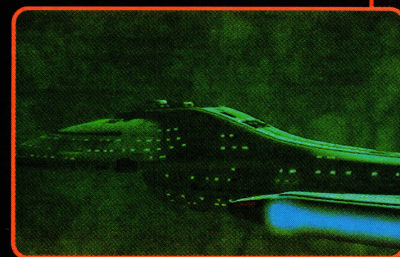
Fluidic space

Starfleet vessels have on several occasions encountered extra-dimensional realms, such as **fluidic space**, home to **Species 8472**, and the **solanagen-based universe** discovered by the *U.S.S. Enterprise NCC-1701-D*. Both meetings turn out to be hostile ones.

In 2369, members of the *Enterprise* crew are abducted by solanagen-based beings and used for bizarre experiments, while the crew of *U.S.S. Voyager NCC-74656* enter fluidic space to stop **Species 8472** from 'sterilizing' their own Galaxy.

In 2374, *Voyager* chances upon a fleet of decimated Borg

cubes. **Species 8472** are responsible for the carnage, but they were retaliating against the attempted Borg assimilation of their realm. Captain **Kathryn Janeway** has to forge a temporary alliance with the Borg, in order to drive **Species 8472** back to their own extra-dimensional space.



In this realm space is not a vacuum but a type of fluid matter. The compression wave created by U.S.S. VOYAGER alerts Species 8472 to the ship's presence.

Borg drone Seven of Nine creates a quantum singularity that allows VOYAGER to enter fluidic space, home to Species 8472.

GALAXY FACTS

Ensign Harry Kim, an officer aboard the **U.S.S. Voyager NCC-74656**, also experiences an alternate universe in 2372. Quantum effects place him in a parallel reality where he has never served aboard *Voyager*, and is not stranded in the Delta Quadrant.

Kira Nerys's mirror universe counterpart is the cruel Intendant of **TEROK NOR**.

The Guide to the STAR TREK Galaxy

FILE 5 CARD 15

PARALLEL UNIVERSES

In the mirror universe, the Vulcans are part of the brutal **Terran Empire**. A colder version of the logical Mr. Spock serves aboard the **I.K.S. ENTERPRISE**.



universe encountered by **Starfleet** personnel is that of the so-called **mirror universe**, accidentally discovered by the crew of the **U.S.S. Enterprise NCC-1701** in 2267. A landing party, led by **Captain James T. Kirk**, unwittingly trigger a quantum flux when they attempt transportation during an ion storm. The party find themselves exchanged with their 'mirror' counterparts from a parallel universe. It is a twisted, savage place, where the brutal **Terran Empire** exists in place of the benevolent Federation.

This particular quantum reality has connected with 'normal' reality on several other occasions during the early 2370's, on or around the locale of station **Deep Space Nine** in the **Bajor** sector.

The development of the mirror universe along its barbarous lines can be traced back to a 'branching

point' during Earth's war with the **Romulan Star Empire**, circa 2160, when the mirror Earth pursued a more violent course. In effect, the mirror universe also serves as an example of an alternate timeline – changes occurring in a past event have adjusted the state of the entire universe.

Encounters with this kind of parallel universe have occurred frequently. During the missions of the *Enterprise* under Captain Kirk, a chance accident sends **Dr. Leonard McCoy** through the **Guardian of Forever**, an ancient time-travel device, to 1930's Earth.

Necessary sacrifice

McCoy's act of saving the life of **Edith Keeler**, a human rights campaigner, creates a parallel timeline where the outcome of the Second World War is radically altered, and the Federation is not formed. This parallel universe is



The misuse of time travel devices, such as the **Guardian of Forever**, can lead to the creation of alternate timelines.

The **U.S.S. ENTERPRISE NCC-1701-E** encounters a parallel timeline in which Earth was assimilated by the **Borg** in the 2060's. Captain Picard and his crew succeed in reversing this temporal incursion.



shifted back to its previous form when Kirk allows Keeler to be killed in a road accident, thus preserving the timeline.

On **Stardate 43625**, crew members from the **U.S.S. Enterprise NCC-1701-D** are caught in a quantum anomaly – in this case a temporal rift – that

shifts them to a parallel universe where the Federation and the **Klingon Empire** are in the middle of a protracted and deadly war. It is only the alteration of the timeline back to its original state that returns the crew to their previous universe. Later, in 2372, the **U.S.S. Enterprise NCC-**



1701-E briefly glimpses a quantum reality where Earth, and possibly the entire Federation, are under the control of the **Borg**.

Other timelines

Each of these variant realities are prevented from unfolding in this universe, but the many-worlds theory of quantum mechanics holds that all these alternate, divergent timelines will play themselves out in other parallel universes. They are separated from our own reality only by the veil of interdimensional quantum space.

TIME TWINS

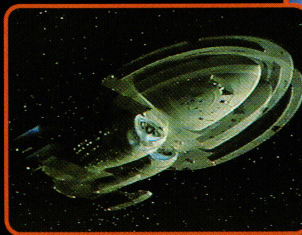
Future warnings

Chief Miles O'Brien encounters variations of himself from different moments in time after suffering radiation poisoning during maintenance repairs. The chief witnesses his own death and the destruction of **Deep Space Nine**. Aided by a future version of himself, O'Brien learns that a quantum singularity, caused by a cloaked Romulan ship orbiting the station, is setting off the timeshifts in his irradiated body. The Romulans plan to destroy the wormhole, to prevent Dominion incursions.

In 2372, a subspace rupture creates a second **U.S.S. VOYAGER**. Both ships occupy the same space and time.

O'Brien's future self returns to the past to warn Commander Sisko.

The crew of the **U.S.S. Voyager NCC-74656** also encounter their own time twins, when a spatial rift creates a quantum double of the ship.



O'Brien's future self warns of **DEEP SPACE NINE**'s impending doom.



FILE 29 U.S.S. VOYAGER NCC-74656

NAME:

U.S.S. VOYAGER NCC-74656

FACILITY:

SHUTTLEBAY

LOCATION:

DECKS 9 AND 10

Intrepid-class Starfleet ships may be smaller than *Galaxy*- or *Sovereign*-class vessels, but they maintain extensive facilities to support their auxiliary craft.

The *U.S.S. Voyager NCC-74656* has a substantial shuttlecraft complement, ranging from the older **Type-2** designs through to **Types 6, 8**, and the advanced **Type-9** ship. In addition, the custom-made *Delta Flyer* – faster, and considerably more powerful, than standard secondary vessels – is constructed and stored within the shuttlebay at the rear of Deck 9.

Similar in overall layout to previous **Starfleet** vessels, *Voyager*'s shuttlebay spans two decks, providing the type of high-ceilinged area vital for the launch and landing of the versatile shuttles. The rear sections of Decks 9 and 10 form the main storage areas for the craft, and have plenty of room to allow routine maintenance, construction of new craft, and to repair damaged vessels.

Docking procedure

Voyager's shuttles approach the vessel from the rear of the *Intrepid*-class ship. They then follow a flight path which takes them over the extended flat shelf formed by Deck 10 at the stern. *Voyager*'s familiar '74656' registration numbers are clearly marked at the entrance of the rectangular doorway on the exposed deck.

The main doors are constructed from a series of corrugated horizontal sections that form a physical pressurized barrier to external space. Additional forcefields add structural integrity to these doors, which usually open quickly and automatically, and the environment within the bay is also maintained by the use of forcefields.

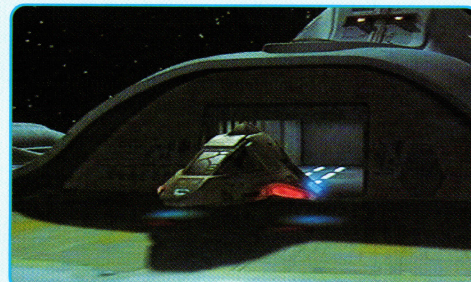
These shields are not designed to effectively protect the doors from an attack inside the shuttlebay; on more than one occasion, a short burst of **phaser** fire from a shuttlecraft at close range has resulted in a hole large enough to allow a vessel to easily leave the ship. If this situation arises, an emergency containment field is activated to prevent the depressurization of the entire shuttlebay.

The position of the shuttlebay at the rear of *Voyager* makes it a potential weak spot, as the **Kazon-Nistrim** discover during an attack on the vessel in 2373. A prolonged weakening of *Voyager*'s shields allows the aggressors to rupture the shuttlebay doors and enter the vessel through the bay, quickly overpowering the Starfleet crew. On a more positive note, the large area of the bay can be very useful in an emergency, medical, or storage crisis.

The main entrance to the shuttlebay from Deck 10 inside *Voyager* is at junction 32 Alpha. A pair of interlocking, heavy-duty double doors are specially reinforced to maintain the internal pressure of the ship if the shuttlebay is accidentally depressurized. In times of emergency, an additional forcefield can be activated to prevent a person entering the shuttlebay, although initiation of a site-to-site transport can effectively bypass this security measure. The entrance to the shuttlebay is through a relatively narrow corridor, which opens out to the much more expansive storage and repair area, and is illuminated by a series of angled panels set into the ceiling directly above the entrance doors. A number of control panels are situated to the right-hand side of the corridor, along with accompanying readout screens for use by duty or visiting personnel.

Interior detailing

The main launch area is a relatively large expanse, with enough room to temporarily store shuttlecraft that are either awaiting launch or have just returned to *Voyager*. High walls on either side are constructed from a light gray sectional material, reinforcing the strength of the area. Smooth plating is used for the toughened floor; it is thick enough to withstand the impact of an emergency landing without damaging the deck below. In common with the majority of Starfleet shuttlebays, the dark gray flooring has a series of rectangular yellow markers, which are used to position craft correctly while waiting for take-off. Two sets of three brightly illuminated floor lamps run down the center of the launch bay, giving a distinctive visual cue to a shuttlecraft pilot when the smaller vessel approaches the opened bay doors. Tractor beam technology is employed to automatically guide a vessel out of and in through the main doors into this area, which is



▲ *U.S.S. VOYAGER*'s shuttlebay doors are just wide enough for the *DELTA FLYER*.

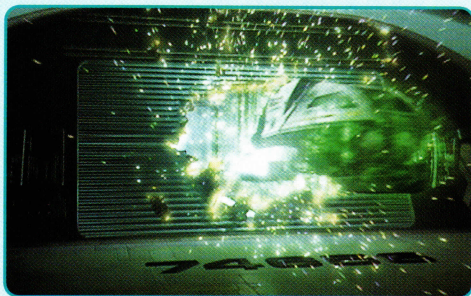


▲ The *DELTA FLYER* is constructed and stored within *VOYAGER*'s main shuttlebay, at the rear of Deck 9.

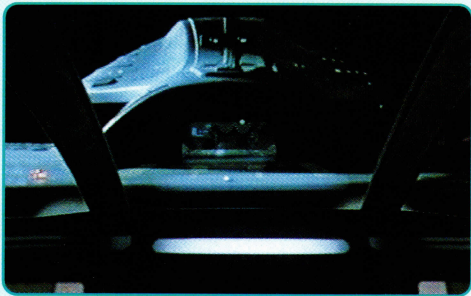
directly linked to the maintenance section.

The maintenance and repair bay is an extremely important work area, allowing the construction of new vessels as and when they are required. One excellent example of this is the production of the *Delta Flyer*, which is wholly assembled within this expansive facility. Spanning two decks in height, the repair bay is brightly illuminated via a series of white lamps set into the high ceiling, giving excellent visibility to the construction crews working below. The bulkhead walls have a series of ventilation columns built into them; these help to regulate the fumes and heat generated during construction and repair, as high temperature welding systems are often used on the shuttlecraft. A raised platform runs along one side of the bay and has a low handrail to protect the personnel working in this area. They can enter and exit the bay through two large doorways built into the bulkheads, which are wide enough to allow shuttlecraft to pass through them.

A number of free standing steps and ramps can be moved from the sides of the bay, allowing easier access to a damaged craft. There is also a large pit, designed to accommodate repair and maintenance crews underneath a shuttlecraft. This sunken rectangular area has a blue warning strip around its outer edge, as well as connection points for umbilical cords that feed various supplies into a shuttlecraft as work on it progresses. The large, open deck is covered by a series of hard-wearing dark gray panels, which also feature distinctive yellow markings to aid in the efficient positioning of craft within the repair area.



▲ In 2374, the shuttlebay doors suffer severe damage when *Seven of Nine* steals a vessel and breaks out of the bay.



▲ Incoming craft are assigned an approach course that aligns them with the bay.



U.S.S. VOYAGER NCC-74656 SHUTTLEBAY



A control room overlooks the shuttlebay. This allows senior personnel to oversee docking maneuvers or repair operations.

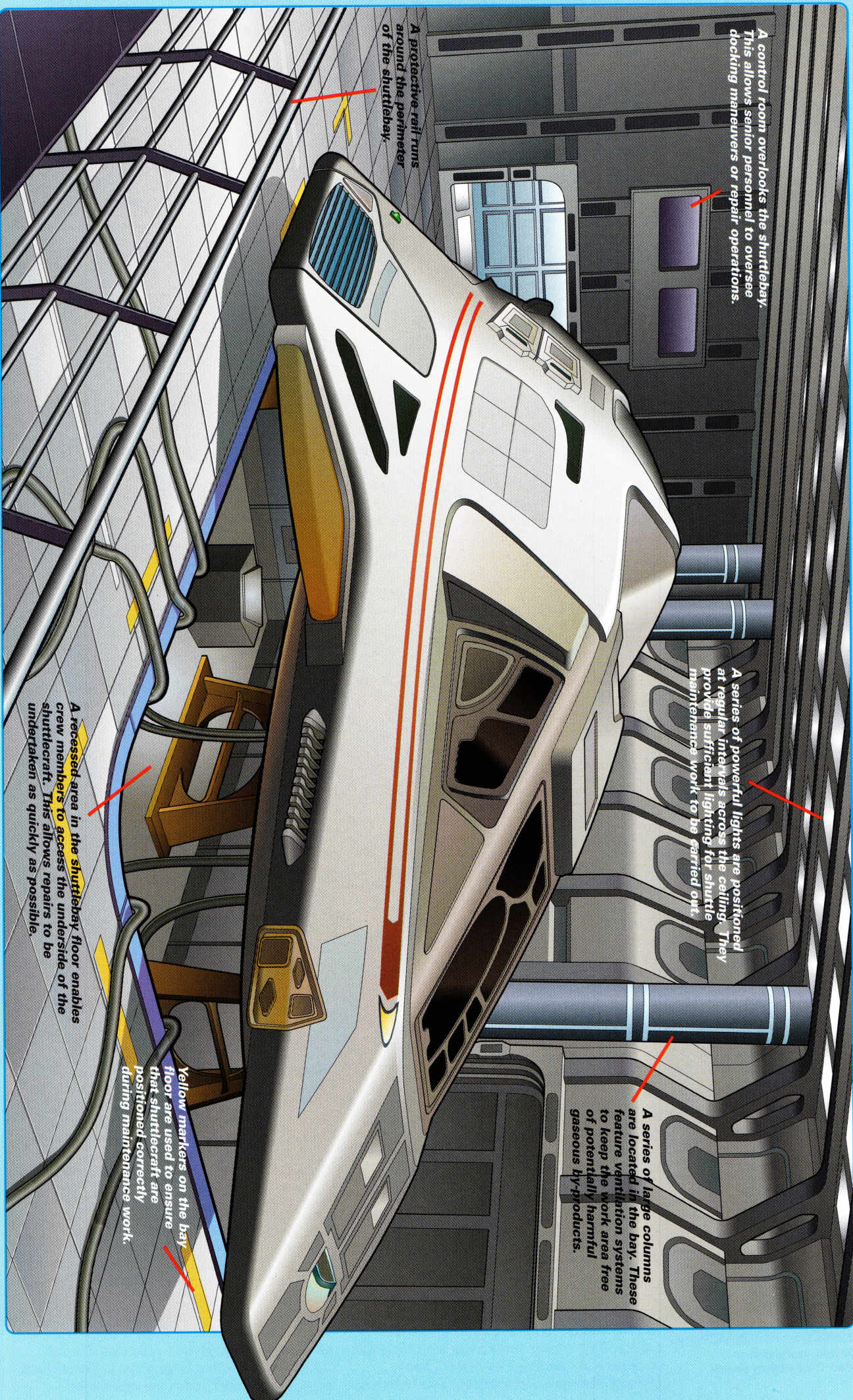
A series of powerful lights are positioned at regular intervals across the ceiling. They provide sufficient lighting for shuttle maintenance work to be carried out.

A series of large columns are located in the bay. These feature ventilation systems to keep the work area free of potentially harmful gaseous by-products.

A protective rail runs around the perimeter of the shuttlebay.

A recessed area in the shuttlebay floor enables crew members to access the underside of the shuttlecraft. This allows repairs to be undertaken as quickly as possible.

Yellow markers on the bay floor are used to ensure that shuttlecraft are positioned correctly during maintenance work.



Romulan Cloaking Device

The Romulan cloaking device is an important piece of stealth technology. It allows the Romulans to creep out of the shadows, and time and again launch covert attacks on their enemies.

The **Romulan cloaking device** is a stealth weapon, designed to render a vessel invisible to both the naked eye and the majority of other races' sensor systems. Its development and deployment continues to allow a Romulan ship or fleet to mount an attack with virtually no warning to its target. Constant improvement and modification to cloaking device technology has been met with equal refinement of scanning equipment used to detect cloaked vessels, but an experienced Romulan commander with a well balanced cloaking device on their ship can still prove to be a formidable opponent.

A highly secretive race, the Romulans retreat into their own territory after the **Battle of Cheron** in 2160, ending decades of war with Earth forces. Protected by the **Neutral Zone**,

the Romulans are not seen for more than 100 years, until their dramatic reappearance in 2266, when **Starfleet** realizes the Romulan threat may have returned once again. On **Stardate 1709**, a single **Romulan Bird-of-Prey** enters **Federation** space and attacks Neutral Zone outposts II, III, and IV with a powerful new ship-mounted plasma weapon. The devastation of these colonies is designed to test not only the defensive capabilities of Federation ground bases and vessels but also the reaction of the Federation to the threat posed by the **Star Empire**. The **U.S.S. Enterprise NCC-1701** is dispatched to investigate; under the command of **Captain James T. Kirk**, the ship engages the Romulan vessel, although the **Constitution**-class ship sustains heavy damage thanks to the deployment of cloaking technology.

Design disadvantages

Romulan weapons technology has concentrated on the use of stealth and the plasma device, leaving the design of the aging **Romulan Bird-of-Prey's** propulsion system far behind in terms of technological advantage. During the relatively brief battle with the **Enterprise**, the flaws of the cloaking system are shown to be quite serious under combat conditions. It has to be deactivated if transportation to or from the ship is required, and cannot be active while the weapons systems are deployed. Defensive shields and the cloak cannot be used at the same time, so even an indirect hit from a Federation weapon could cause considerable damage.

The destruction of the **Bird-of-Prey**, in spite of its cloaking technology, convinces the Romulans to concentrate their efforts on improving the device. In response, Federation security mounts



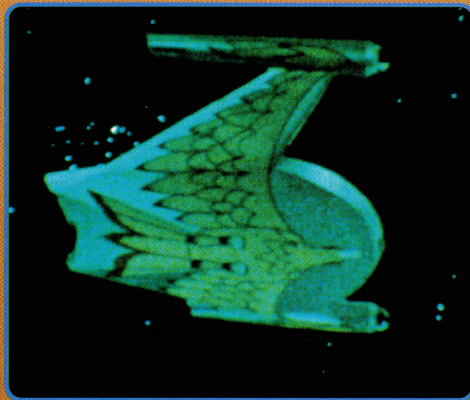
▲ The 2260's Romulan cloaking device has a white globe sitting on top of a black metallic unit. It cannot be activated during transportation or weapons use.

an unprecedented undercover operation in 2268 to secure an improved cloaking unit. The flaws in the vastly upgraded cloaking system are studied by Starfleet scientists and found to be unchanged from two years previously.

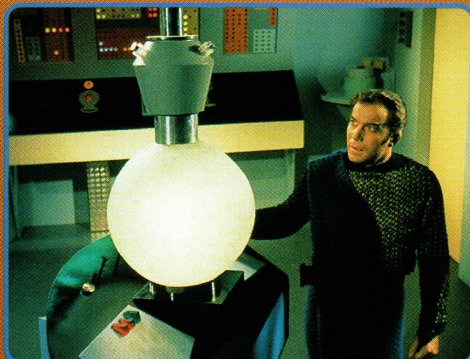
Uneasy alliance

Realizing the cloaking device may not be the huge tactical advantage it was hoped to be, the **Romulan Star Empire** begins an uneasy alliance in the same year with the **Klingon Empire**. This proves to be a turning point for the Romulan military – the weakness of the original **Bird-of-Prey** is replaced by Klingon-designed vessels that can travel faster and farther, carry greater numbers of troops, and still utilize the cloaking device. The **Romulan-Klingon Alliance** disintegrates in 2293, although the Romulans retain the additional technology to support their cloaking devices.

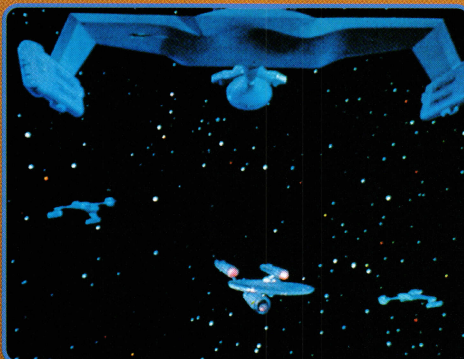
Romulan attitudes toward the Federation are highlighted once again in 2311 during the



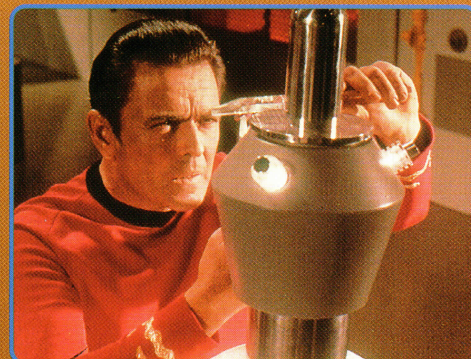
▲ In the 2260's, the **ROMULAN BIRD-OF-PREY's** main advantage in battle is a prototype cloaking device that renders the vessel virtually invisible.



▲ Captain Kirk is surgically disguised as a Romulan in order to infiltrate their ranks aboard a **BIRD-OF-PREY**. He then steals a cloaking unit.

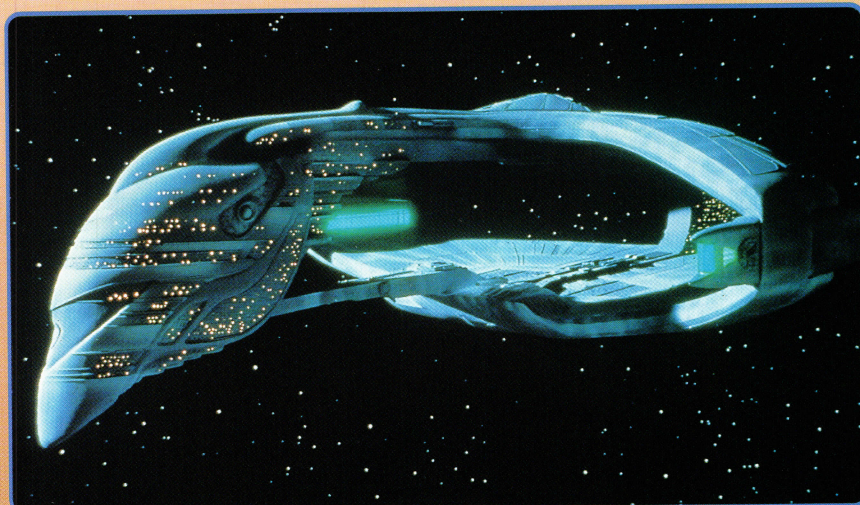


▲ The Romulans fail to stop the Federation crew of the **U.S.S. ENTERPRISE NCC-1701** from escaping with the stolen cloaking device still intact.



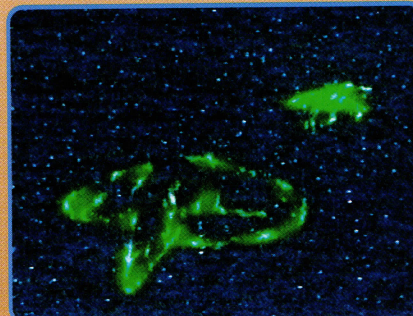
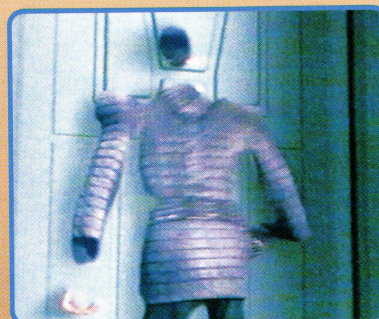
▲ Chief Engineer Scott successfully attaches the appropriated cloaking device to the **ENTERPRISE**. It is later examined by Starfleet scientists.

Romulan Cloaking Device



▲ **Romulan military technology and ship design is greatly improved by the race's brief, uneasy alliance with the Klingon Empire. The ROMULAN WARBIRO, first encountered by the Federation in 2364, is a far larger and more powerful vessel than the old BIRD-OF-PREY, and again makes use of cloaking technology to aid its stealth attacks.**

▶ **Romulan scientists also develop an interphase generator which combines a molecular phase inverter with a cloaking device. It can phase crews and vessels.**



▶ **In 2367, cloaked ROMULAN WARBIROs help to supply the Duras family's forces during the Klingon Empire's civil war.**

Tomed Incident, where thousands of lives are lost after a brutal battle between Romulan and Starfleet forces. This leads to the **Treaty of Algeron** which, in addition to redefining the boundaries of the Neutral Zone, interestingly includes a ban on the Federation developing its own cloaking technology. Following an extended period of isolation undertaken in the wake of the Tomed Incident, Romulan ships are equipped with **tachyon scan sensor technology** that allows the detection of certain kinds of cloaking systems. The Empire's insistence on the developmental ban may be to secure their own tactical advantage at this time.

Brutal attacks

The year 2344 witnesses one of the most brutal uses of cloaking technology, when a number of Romulan vessels launch an unprovoked attack on the Klingon outpost at **Narendra III**. The **U.S.S. Enterprise NCC-1701-C**, under the command of **Captain Rachel Garrett**, is also destroyed, and a similar attack is carried out two years later on the Klingon

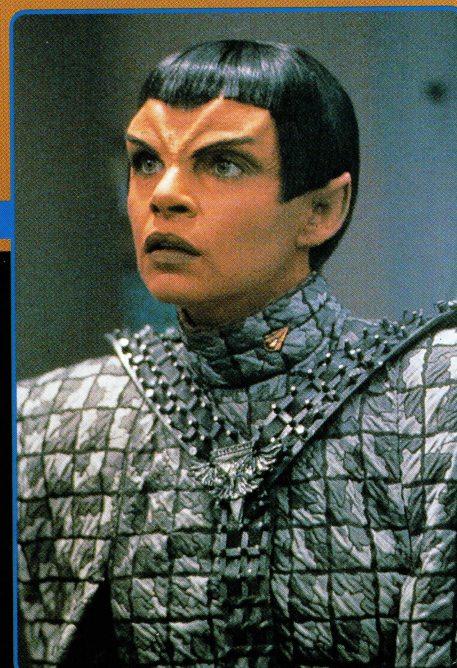
outpost at **Khitomer**. Starfleet encounters the newly designed **Romulan Warbird** in 2364, and a number of uneasy situations follow, in which advances in the system are clearly illustrated. Starfleet suspects Romulan involvement in the **Klingon civil war** that erupts in 2368, and once again it becomes imperative to negate the effects of the Romulan cloaking device in order to gain a tactical advantage. This leads to the development of the **tachyon detection grid** by **Chief Engineer Geordi La Forge** of the **U.S.S. Enterprise NCC-1701-D**, where 20 Federation vessels are used to create a network of active tachyon beams, which detect Romulan forces attempting to supply supporters of the **Duras** family.

Further developments

Continuing the development of the cloaking system, Romulan scientists experiment with a **molecular phase inverter**, used in conjunction with a cloaking device, which leads to catastrophic **warp core** failure in the test ship. This results in a return to the basic

tachyon-based system, although, in 2270, attempts by the Star Empire to recover the **U.S.S. Pegasus NCC-53847** and its revolutionary, illegally developed **phase cloaking device** may be motivated as much by a desire to steal the technology as to expose Starfleet's violation of the Treaty of Algeron.

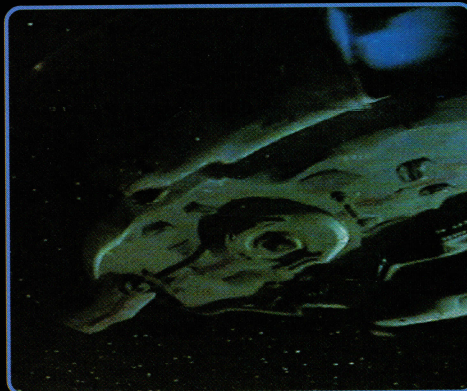
In 2371, the Romulans loan a cloaking device to the **U.S.S. Defiant NX-74205**, although use of the device remains forbidden outside the **Gamma Quadrant**. A significant part of the Romulan fleet is decimated by the **Dominion** ambush in the **Orias sector** the following year, but Romulan involvement in the **Dominion war** two years later helps to turn the tide, illustrating just what an effective tactical weapon the Romulan cloaking system continues to be.



DEFIANT ALLIANCE

On loan

Perhaps the greatest irony in the history of Romulan cloaking device technology comes in 2371, when the Romulans donate one of their units to a Federation battleship, the **U.S.S. Defiant NX-74205**. The offer is motivated by the Romulan government's concern over the **Dominion** threat at this time, and the cloaking device is handed over on the condition that it will only be used in the **Gamma Quadrant**. In return, the Romulans expect to acquire any intelligence gathered on the **Founders** by the **Defiant**. Unfortunately, the ship's 'maiden' cloaked voyage is a failure. Its presence is somehow picked up by **Jem'Hadar** vessels; the **Defiant** is quickly boarded, and its crew are taken captive and brought back to the shapeshifters' homeworld.



▶ **The Romulan cloaking device design proves versatile enough to install and operate aboard the Federation ship U.S.S. DEFIANT. The device is loaned for missions into the Gamma Quadrant.**

▶ **Subcommander T'Rul accompanies the DEFIANT crew on their first cloaked mission. She oversees the operation of the device.**

Bajoran Assault Vessel: Interior

The *Bajoran Assault Vessel* may not compare to Federation technology, but this reliable and versatile ship is an important part of Bajor's military arsenal.

The design of the *Bajoran Assault Vessel* incorporates many features and systems seen in more modern ships, especially in its main control area. Located at the very front of the pointed bow, the interior of the bridge is much smaller than that of a *Defiant*-class *Starfleet* vessel; nevertheless, it contains a number of monitoring systems and workstations vital to the running of the craft within its narrow confines.

The very rear of the tri-level bridge has a large main entrance door that opens onto the highest of the three sections. In a reflection of the overall color scheme of the *Bajoran* military uniforms, the floor is covered with a dark brown material that runs the whole length of the bridge; a lighter beige material surrounds the commander's station in the center of the second section. At either side of the entrance door is a main bulkhead, with a partition half a meter away from the wall, into which are built two workstations for crew on the second, slightly lower level. An illuminated grille built into the floor shows the very edge of the step.

Workstations

The dark brown workstations connect to a viewing screen built into the side of the bridge that gives constant information on the various systems controlled from these stations. The operator remains seated, and is able to operate a narrow control panel angled upward and toward the wall, utilizing touch-sensitive systems to make necessary adjustments. A third crew member can often be seen working over the shoulders of the crew seated here, and is able to move from one console to the other with ease and speed.

Built into the low ceiling, from the rear bulkhead all the way up to the ledge of this second level, is a large white illuminated panel that features a stylized Bajoran military symbol in black running its full length. Two similar panels run above the rear workstations on either side for almost the entire length of the bridge, giving a bright, soft illumination to the work area. Additionally, there are double sets of curved soft yellow lamps built into the walls above the rear workstations; when a combat situation or other alert occurs, red bars glow intermittently along the side walls, in much the same way as a *Federation* vessel on red alert.

The commander's chair is situated near the very front and in the center of this lower second section. This is quite plain in design and has a polished metallic upper part, though the majority of it is covered in a matching brown fabric. It sits

on top of a heavy metallic circular base. The arms do not contain any kind of control or monitoring systems, but there is a large wall display to the left of this position. As the chair swivels, the commander is able to directly address any of his crew without effort.

In front of the chair is a double step, leading to the third and lowest floor section. It has a large open hatchway on the starboard side, through which crew members can enter and leave the bridge with ease, and a further illuminated grille running the entire width of this level's edge. One of two larger main control stations is situated forward of this exit, toward the very front. This console has a much greater number of illuminated blue and white touch sensitive controls, on both a side and front panel, and effectively surrounds the crew member on two sides.

Incoming transmissions

The flat control surface is constructed out of a shiny black material, allowing the operator to swiftly operate any number of controls. Activities such as the monitoring of incoming transmissions, and operation of the main viewscreen to their left, can be carried out from this important station. There is an additional station on the opposite side, providing sensor information on the status of approaching ships' weapons systems.

The viewscreen, situated at the very front of the bridge, has a thick gold frame and is of typical Bajoran design. It is able to show various external views, as well as enabling intership audiovisual communication. Its location, some meters from the command chair, often necessitates the commander moving closer to the screen in times of conference, stepping under the pale gray ceiling panel that gives off a softer light at the bow.

The *Bajoran Assault Vessel's* commander can either stand at this position or take their seat in the central chair, as the bridge's compact design allows orders to be heard clearly and effectively, and any relevant data to be relayed immediately.



▲ The **BAJORAN ASSAULT VESSEL** bridge features a predominantly brown color scheme, offset by the furniture's bright metallic detailing.



▲ Bright lighting panels are situated on the ceiling of the **BAJORAN ASSAULT VESSEL's** bridge. A Bajoran military logo is overlaid onto these panels.



▲ The bridge of the **BAJORAN ASSAULT VESSEL** is crewed by a number of personnel drawn from the ranks of the Bajoran military.

▲ The **BAJORAN ASSAULT VESSEL's** viewscreen has a thick gold frame, and is situated at the front of the bridge.

NON-FEDERATION STARSHIPS

FILE 40 CARD 8D

Bajoran Assault Vessel: Interior



The ceiling-mounted lighting panels are decorated with versions of the Bajoran military logo.

The command chair sits in the center of the bridge. It does not have any control functions.

A door at the rear of the bridge leads to other areas of the ship.

The upper level of the bridge features two touch-sensitive interfaces. Personnel must stand to operate these displays, as no seating facilities are provided.

Two chairs are provided for personnel to sit and operate consoles at the rear of the bridge. Additional staff can operate systems while standing.

A floor-mounted strip of lighting is inset into the carpeted floor of the bridge. This indicates a step down to the second level of the command center.

The bridge is decorated in varied tones of brown and beige. These match the uniforms that are worn by members of the Bajoran military.

Two consoles at the rear of the bridge feature touch-sensitive interfaces that gently curve away from the operator.

O'Brien's Love of Technology

Chief Miles O'Brien is a natural engineer who displays an uncanny ability to understand and master almost any technological system.

As a child, **Miles O'Brien** was encouraged by his father, **Michael O'Brien**, to devote his time to the study of music. This did not prove to be his calling, however. Instead, Miles showed a much greater interest in all things technological. He constructed **subspace** transceiver models, and studied warp engine design, despite scoring in the lower third for his age group in tests of mechanical aptitude. He even spent time building intricate miniature ships in bottles, while his father continued to encourage his musical endeavors. On the eve of Miles's departure for the **Aldebaran Music Academy**, however, he had a sudden change of mind, and enlisted in **Starfleet**.

First assignment

During his first assignment aboard the **U.S.S. Rutledge NCC-57295**, O'Brien has little contact with the technological side of service in

Starfleet, and instead serves as the ship's tactical officer. It is during a crisis aboard the *Rutledge*, however, that O'Brien experiences his first real technological challenge, when he is called upon to repair a **transporter**. With no prior knowledge of transporter mechanics, he manages to fix the facility in less than 10 minutes, and is credited with saving the lives of 13 men. This event reawakens O'Brien's dormant love of anything mechanical. For the remainder of his service aboard the *Rutledge*, he is often called upon to bring his growing technological expertise to bear on difficult situations, in spite of his official posting at tactical.

Engineering promotion

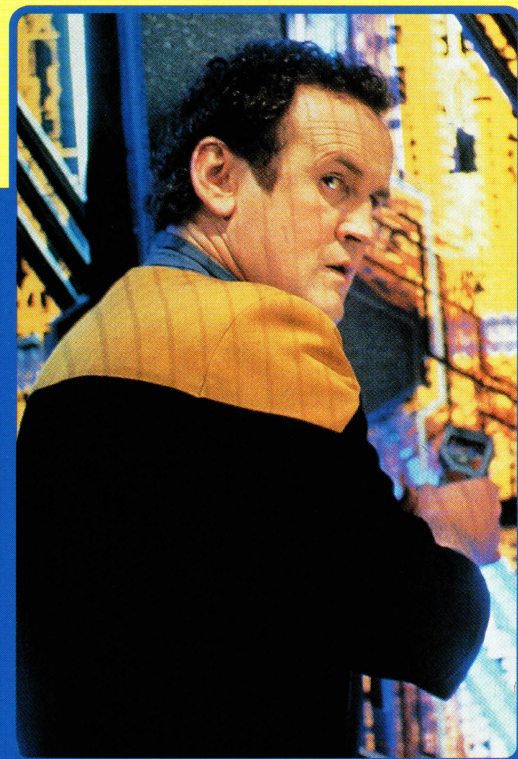
In 2363, O'Brien is assigned to the **Galaxy-class U.S.S. Enterprise NCC-1701-D** during its maiden voyage. In this new posting, he briefly continues to serve in the command division as a conn officer, and assumes that position on the *Enterprise's* battle

PROFILE OF AN ENGINEER

MUSICIAN: Michael O'Brien had hoped that his son Miles would attend the Aldebaran Music Academy.

CHOSEN CAREER: From an early age, O'Brien shows an aptitude for all things mechanical. He later enters Starfleet as a noncommissioned officer.

CAREER PATH: Miles works his way up from tactical officer to transporter chief. He goes on to serve as chief of operations on station *Deep Space Nine*, and currently teaches at Starfleet Academy.



▲ As a young boy, Miles's favorite pastime was making ships in bottles. It is no surprise that he grows up to become one of Starfleet's finest mechanics.

bridge during the crew's initial encounter with **Q**. Within a short time, however, O'Brien requests a transfer to the Operations division. It is here, serving

with the engineering and transporter staff aboard the *Enterprise*, that he truly feels at home.

O'Brien's experience with transporter technology

eventually leads him to the position of transporter chief aboard the starship. The chief's senior officers rely on him to solve the thorniest of problems. In 2365, O'Brien pioneers the restoration of transported objects to a prior state. He modifies the *Enterprise's* biofilter and restores a previous genetic pattern. This hastily devised piece of engineering is responsible for saving the life of **Dr.**

★ Cardassian incident

O'Brien recalls how he put his engineering skills to good use during the war with the Cardassians.



GROWING EXPERTISE

★ Promotion

In recognition of his astonishing mechanical aptitude, Miles O'Brien is appointed chief of operations aboard station **DEEP SPACE NINE** in 2369.

★ Transporter genius

In 2365, O'Brien uses the transporters on the **U.S.S. ENTERPRISE NCC-1701-D** to create a medical biofilter that cures **Dr. Katherine Pulaski** of an aging disease.

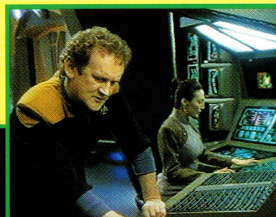


O'Brien's Love of Technology



★ Adaptable

In 2375, O'Brien uses his vast mechanical knowledge to diagnose the problem with a mining drill.



★ Ship's engineer

O'Brien also applies his technological expertise to the U.S.S. *DEFIANT*.

★ No rest

The chief is constantly kept busy ensuring that the station runs smoothly.



★ Space station challenge

A former Cardassian ore processing station, *DEEP SPACE NINE* proves a challenge to O'Brien. Many systems are inefficiently designed.

Katherine Pulaski, as well as those of the entire adult population of the **Darwin Genetic Research Station**, after they are subjected to a rapid-aging disease.

O'Brien is often called upon by **Chief Engineer Geordi La Forge** to assist in difficult engineering situations, and is eventually rewarded with a promotion, becoming chief of operations aboard the **Federation** space station *Deep Space Nine*. His final moment aboard the *Enterprise* is spent in Transporter Room 3, his favorite transporter facility. **Captain Jean-Luc Picard** proves how valuable a crew member O'Brien has been by personally operating the transporter that beams him over to the station.

New challenge

It is aboard the former **Cardassian** ore mining station that O'Brien's skills are truly put to the test. Arriving at the station, the chief finds that nearly all of the systems are in need of repair or replacement, following the Cardassians' decision to sabotage the facility as they pulled out of the **Bajoran system**. Many systems are far removed from his experience with Starfleet facilities.

The inflexible Cardassian computer design and poor technological systems keep the chief extremely busy. He is forced to patch Starfleet and Cardassian technology together into a

functional space station, one suitable for Starfleet's requirements. O'Brien has the ability to quickly analyze any situation and present options for all contingencies.

A particular challenge is presented in 2369, when an alien software life form from the **Gamma Quadrant** is downloaded into the station's computer systems, resulting in widespread malfunctions. After several unsuccessful attempts to purge the computer of the program, O'Brien applies lateral thinking to the problem, and creates a unique subprogram for the life form, which he affectionately refers to as '**Pup**,' to inhabit. O'Brien's skills with alien technologies are again displayed in 2373, when he works closely with

Jadzia Dax, in a *Deep Space Nine* science lab, in an effort to reveal information that is held at the quantum level of an **Idanian Data Crystal**. When a plan to make copies of the crystal proves unfeasible, O'Brien is undeterred, and would surely have succeeded in his task were he not attacked, and the crystal stolen.

Versatile mechanic

The technical adaptability possessed by O'Brien is brought to the fore again in 2375, when he agrees to take a look at a malfunctioning **trans-sonic drill** in the **Tigan** family mines. Such pieces of equipment are not his speciality, although O'Brien immediately succeeds where every member of **Yanas Tigan's** mining

staff failed: he diagnoses the problem as being the wrong kind of **transtator** for the drill.

On several occasions, O'Brien saves station *Deep Space Nine*, the U.S.S. *Defiant* NX-74205, and his crewmates from destruction by incredible feats of technological expertise, and he seems to be happiest when tackling a difficult technological problem. Even when his manner may seem angry or curt while working, this is actually when he is the most content.

The chief eventually comes to know and understand the Cardassian systems aboard *Deep Space Nine*, so well that his unique expertise is called upon by Starfleet during the **Dominion war** to evade and outmaneuver sophisticated Cardassian technology.

FERengi APPRENTICES

Rom and Nog

No one is more surprised than Chief Miles O'Brien when he finds himself taking two Ferengi apprentices under his wing during his service aboard *Deep Space Nine*. Rom, the brother of Quark, demonstrates extraordinary skill at understanding and troubleshooting the station's systems, and O'Brien comes to depend on his help whenever an engineering crisis threatens to destroy the station. Nog, Rom's son, shows the same knack for technological systems as his father, and O'Brien encourages the young Ferengi. When Nog applies and is accepted into Starfleet as a cadet, O'Brien treats him gruffly but fairly, in an effort to make the youngster understand the dedication needed to work in the operations section of Starfleet. At the end of his time on *Deep Space Nine*, O'Brien's love for technology turns him from being a casual teacher into a formal one, as he withdraws from the frontlines to accept a position at Starfleet Academy as an engineering professor. Miles O'Brien hopes to pass on what he has learned to the younger generation, while continuing to expand his extraordinarily wide-ranging technical knowledge.

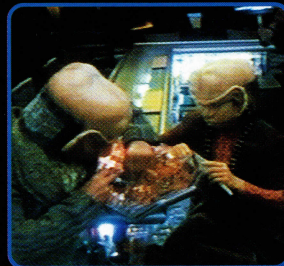


▲ Loyal engineer

O'Brien trusts Rom to follow all of his instructions faithfully.

▶ Like father...

Nog displays the same interest in technology as his father.




OTHER CARDS
IN THIS FILE...

80 ADMIRAL ROSS
84 CAPTAIN BRAXTON
85 CAPTAIN RUDY RANSOM

SEE OTHER
FILES...

STAR TREK:
DEEP SPACE NINE.....File 70

Luther Sloan

The covert organization known as **Section 31** is made up of a select few individuals sworn to protect the **Federation's** interests. **Luther Sloan** is one of these operatives willing to sacrifice his personal happiness in order to preserve humanity's freedom.

Luther Sloan makes his first appearance on the **Federation** station **Deep Space Nine** in 2374. He presents himself as the Deputy Director of the **Federation Department of Internal Affairs**, and supposedly operates with the authority of the **Federation Council**. Sloan claims he has come to investigate the senior staff of the station for a suspected security breach, but it soon becomes clear that his real target is **Dr. Julian Bashir**.

The truth is that Luther Sloan is an operative of a clandestine organization known as **Section 31**. His real agenda is to test Bashir's loyalty to the Federation, and if satisfied recruit him into the organization. It is an offer the doctor literally cannot refuse.

Section 31 is a nebulous group provided for in the Federation charter, but not officially recognized. Its

operatives are shrouded in secrecy, and it is not even clear how Sloan himself was recruited into the organization, but he is evidently passionate about his work. In his own words, Sloan has dedicated his life to the protection and preservation of the Federation. He is one of Section 31's greatest advocates, and honestly believes it needs to operate outside the law. Sloan looks around at the dangers facing humanity's way of life, and draws the rather simplistic conclusion that its enemies are "not nice people."

Singular talents

Sloan believes himself to be one of the "exceptional" people that his work demands. He is an intelligent and well-read man, with an interest in such esoteric fields as etymology. Sloan is also something of a Svengali; he enjoys pulling strings and making his victims dance.

PROFILE OF AN AGENT

NAME: Luther Sloan

LIFE FORM: Human male

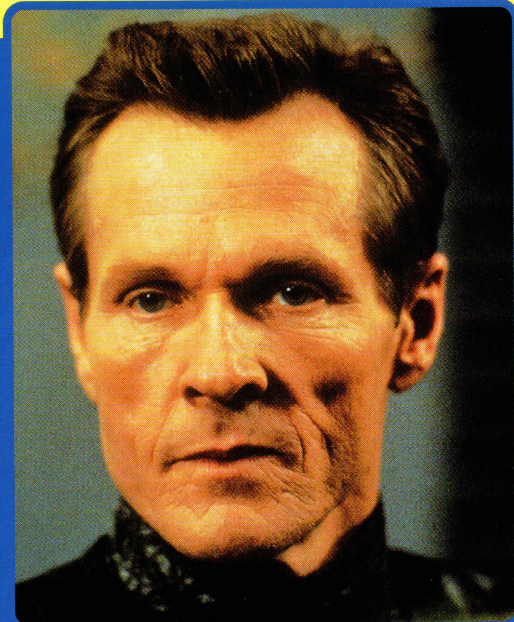
STATUS: Deceased

FAMILY: Jessica [wife]: a son who was killed during the Dominion war.

MISSIONS: Sloan is assigned to recruit Dr. Julian Bashir into Section 31 in 2374, and later uses him for an intelligence mission on Romulus. In 2375, Sloan is sent to investigate the doctor's claim to have found a cure for the Changeling disease.

FIRST SEEN: 'Inquisition' [DS9]

LAST SEEN: 'Extreme Measures' [DS9]



Luther Sloan is many things, but above all else he is a Federation patriot. His numerous disguises and deceptions are motivated by a simple goal - to protect Federation citizens from harm.

The operative relishes the intrigue and melodrama of his role, beaming into people's quarters while they are asleep and sitting in the darkness, waiting for them to stir. He admits to being a man of "secrets."

Sloan delights in the role-

★ Diplomatic guise

In 2375, **Luther Sloan** pretends he is a scientist named **Wendell Greer**.

playing his assignments involve. In 2374, he is the central figure in Section 31's attempt to recruit Bashir to their ranks using a sophisticated **holoprogram** scenario. The following year, he is convincingly modest and inconspicuous when he assumes the identity of one **Wendell Greer**, the assistant director of the United

Federation of Planets' cartography department, on a mission to **Romulus**. His cover story is typically immaculate: according to the department, Greer has been a mid-level bureaucrat for 15 years. Conversely, there is no record of Luther Sloan anywhere in **Starfleet**.

Interrogation

When questioning those suspected of threatening Federation interests, Sloan is a professional. He can be thoroughly disarming, hiding his agenda behind a genial facade. He effects effortless changes in manner, combining

★ Mind games

Sloan is fascinated by the genetically engineered Dr. **Julian Bashir**.

INTERNAL AFFAIRS



Luther Sloan



★ Memory files

All the available files and data on Section 31 are stored within the minds of a select few operatives – including Agent Luther Sloan.

sincerity with intimidation. He loves playing mind games: one moment he is asking a suspect if they would like some breakfast, the next providing **Klingon** gag that few can stomach. He is consummately skilled at twisting facts; for example, he makes Dr. Bashir's escape from **Dominion internment camp 371** in 2373 appear far-fetched in retrospect.

Sloan is fascinated by the genetically enhanced Bashir – even more so when the doctor sees through the elaborate Section 31 ploy designed to test him. He appears to enjoy their clash of wits; he even convinces himself that they are on the same team and believe in the same principles, even though they apply different methods to achieve their aims.

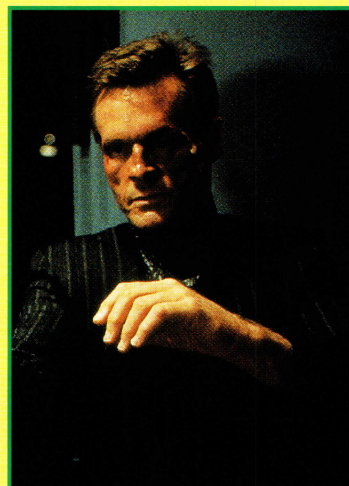
Personal details

Sloan demonstrates a disarming tendency to drop candid hints about himself to Bashir. He reveals that he considered becoming a doctor himself, and that he had a son in Starfleet who was killed by a **Dominion** patrol. He says this tragedy gives him an added incentive in his work. Like so many 'facts' about Sloan, this may or may not be true, though he does have children.

It is thought that Sloan also has a wife named **Jessica**; Bashir and **Miles O'Brien** encounter a representation of her inside Sloan's

mind in 2375. She is a handsome woman, whom he affectionately calls "muffin." The couple are clearly in love, but Sloan admits that being married to him is a living hell. There is a part of him that regrets the choices he has made, that knows his sub rosa career has cheated his family and friends out of being a true part of his life. In this respect, he feels he has cheated himself as well.

Sloan is ingeniously enterprising, incorporating unanticipated problems easily into his schemes. He coerces Dr. Bashir into gathering intelligence information for Section 31 while attending a Romulan-Federation conference in 2375. Sloan acts quickly when Bashir takes the audacious step of revealing Section 31's existence to the **Romulan Continuing**



★ For the cause

Sloan is willing to endure a brutal interrogation from the Tal Shiar, so that he can place a spy in the Romulan government.

Committee. The agent even allows himself to be 'captured' by the Romulan **Tal Shiar** and then fakes his own death to discredit the doctor's claims.

Sloan's interest in Bashir stems partially from the fact that they share many of the same qualities. The agent makes one of his rare mistakes when he fails to credit the doctor with his own degree of cunning. In late 2375, the Section 31 operative is lured to *Deep*

Space Nine when Bashir sends a message to Starfleet saying he has found a cure for the virus afflicting the Dominion's **Founders**. In fact, Bashir hopes to extract the formula for the cure from Sloan's mind, using an illegal Romulan memory scanner.

Sloan makes the ultimate sacrifice for his ideals when he realizes he has been cornered by Bashir and will be forced to yield information that could fall into the hands of the Founders, thus allowing them to win the **Dominion war**. He commits suicide by activating a **neuro-depolarizing device** in his brain. It is not a desperate last act, or mere grandstanding, but a calculated decision from a man who has dedicated his life to the cause.

Final epiphany

The way Luther Sloan has lived his life takes a personal toll, but in death he feels that he can finally step out of his own shadow and prove to himself that he existed. He even tells Bashir, by way of parting, that the doctor taught him that ideology is a poor substitute for kindness and decency. At the end of the day it is actions, not beliefs, that define who people are. Some might say that Sloan personified this.

"I lived in a world of secrets, of sabotage and deceit. I spent so much time erasing my movements, covering my tracks . . . And now I look back at my life, I find . . . nothing." — Luther Sloan

CAPTURED BY THE ROMULANS

Romulan ally

In 2375, Luther Sloan is captured by the Tal Shiar on Romulus. He crafts the inventive story that he is simply a rogue member of Starfleet Intelligence who took the death of his mentor, Admiral Fujisaki, badly and wanted revenge on those he felt were responsible – the Tal Shiar, the Romulan secret service. In this way, the question of Section 31 is conveniently removed from the spotlight, as Sloan protects its interests once again. His captor, Koval, is actually a double agent for the organization, and together they conspire for Sloan to be beamed away a split second before Koval opens fire with a Romulan disruptor weapon.



▲ Collaborator

Sloan's real mission is to ensure Koval attains a seat on the Continuing Committee.

▶ Double cover

To protect the existence of Section 31 from the Romulans, Sloan pretends it is a fabrication of his disturbed mind.



Games and Hobbies

Games still hold a fascination for many races in the 24th century, and range from highly intellectual board challenges to hedonistic holographic simulations. Throughout the Galaxy, such leisure pursuits provide players with both mental stimulation and mindless entertainment.

Of all the many different and technologically advanced games that are played throughout the **United Federation of Planets**, it is chess, the classic board game of strategy, that remains the most enduring. This popular pastime can be played in both the traditional manner, which has existed on Earth for nearly 2000 years, or as the relatively new three-dimensional version. Played on a checkerboard of two colors, with 16 pieces of matching colors for each of the two players, the object is to capture the opponent's king. The three-dimensional nature of the game adds multiple levels for an increased challenge. The continuing popularity of chess leads to two tournaments being held on

the same day aboard the **U.S.S. Enterprise NCC-1701-D** in 2367. Other variations of the game include **Benzite** chess and **Jokarian** chess.

Strategy games

Another game of a similar nature to chess is **strategema**, which was created by the **Zakdorn** – a race widely regarded as having the greatest strategic minds in the Galaxy. Strategema is an immensely difficult game, where two opponents must defend their area of a holographic game board while attempting to claim their opponent's space. Players face each other across a large table, with the holographic board projected between them; their fingers are encased in metallic caps that allow the operation of this fast-moving game. Between well matched opponents, strategema can last over 1000 moves, although the use of defensive tactics can prolong a game almost indefinitely.

Cardassian culture also has a game that utilizes similar tactics to chess and strategema; in **Korta**, all of the pieces are identical in shape, differing only in color. The dice are octagonal, and the game requires bold strategy and decisive action. Captured pieces are placed in a tray to the side of the main board.

The traditional 52 playing card

deck also continues to provide numerous games for crew members to enjoy. Poker is one of the most popular games among the senior staff on the *Enterprise*; regular gatherings are arranged every Thursday evening, where a variety of poker games, from five-card draw to seven-card stud, are played. In addition to a good memory and strategic skill, poker requires the ability to bluff, or fool one's opponent as to the strength of one's hand, a tactic that **Lt. Commander Data** initially finds difficult to grasp. Nevertheless, he soon gets to grips with the theory, and even indulges in **holodeck** games with historical figures such as Isaac Newton, Albert Einstein, and Professor Stephen Hawking.

Other games still played using a deck of 52 cards include blackjack, or twenty-one, and baccarat, an old Earth game where winnings are decided by comparing cards held by the banker to cards held by the players. Gin rummy is a popular card game among the crew of the **U.S.S. Voyager NCC-74656**.

Gambling

Betting is always an incentive for a **Ferengi** to take part in a game. **Tongo** is one of the most popular Ferengi games, and is best described as a combination of poker, mah-jong, and craps, where a significant amount of **latinum** can change hands. The game involves cards and a roulette-type wheel, and chance and strategy hold equal sway. During the game, players almost simultaneously toss strips of latinum into a central pot, throw down both oval- and square-shaped playing cards, and frantically roll the dice while issuing verbal commands such as 'acquire,' 'confront,' 'initiate,' 'risk,' 'roll away,' 'challenge,' 'evade,' 'retreat,' and 'sell.' Tongo is played with a level of intensity and



▲ By the 23rd century, the popular Earth game of chess is also played on a three dimensional board by the 23rd century. The game is enjoyed by humans and other alien cultures.



▲ Captain Benjamin Sisko and Jadzia Dax occasionally engage in a two dimensional game of chess.



▲ A well matched game of strategema is a mesmerizing sight for spectators to watch.



▲ The **U.S.S. ENTERPRISE NCC-1701-D** senior officers often meet for a game of poker.

▲ The android **Data's** poker partners include a holographic **Isaac Newton**.

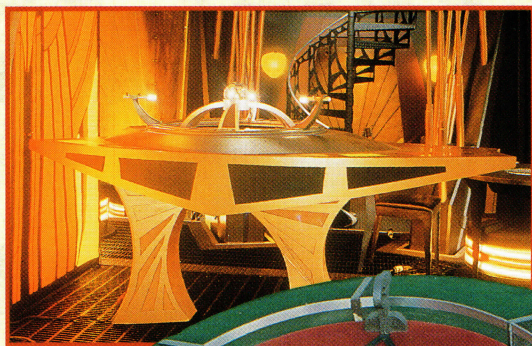


reckless pace that seems closer to combat than recreation. Such is the game's popularity that **Global Tongo Championships** are held on **Ferenginar**, with gold masters and even female divisions.

Dabo, which is the featured game at **Quark's bar** on **Deep Space Nine**, is another popular pastime. Like tongo, this game of chance centers on a roulette-type wheel, and features heavy wagering such as 'double down' and 'triple over.' Quark's dabo tables are presided over by **dabo girls** – beautiful, scantily clad women from around the Galaxy. Their presence is also likely to be an attempt to distract players from the game, in order to increase house revenues. '**Karjinko**' is a dabo term for losing.

Similarly, **Dom-jot** is found in many gambling establishments throughout the Federation. Played

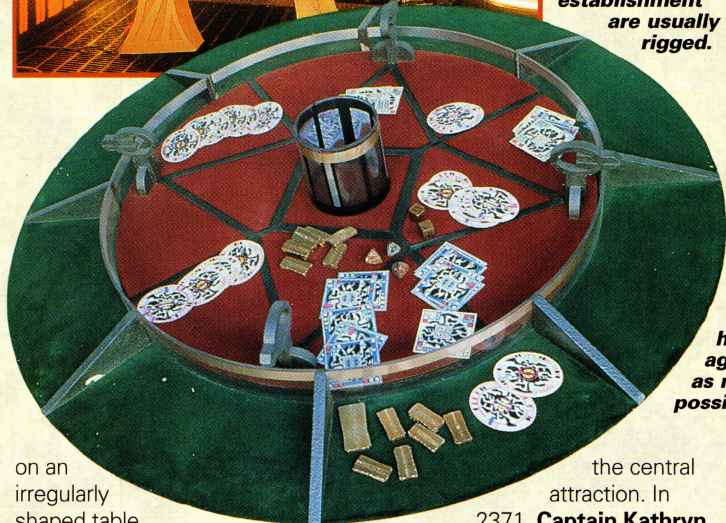
Games and Hobbies



One of the most popular, and profitable, games that Quark installs in his bar is dabo. Attractive dabo girls attend to the crowds, while the tables in the Ferengi establishment are usually rigged.



Pool remains a popular game in the 24th century. Tom Paris recreates his favorite pool hall from his Starfleet Academy days, Chez Sandrine, in a holodeck on board the U.S.S. VOYAGER.



The pleasure-giving Ktarian game contains a hidden mind-control element.

Tongo is a Ferengi game of chance, played around a roulette type wheel. Players have to rapidly and aggressively acquire as much latinum as possible.



on an irregularly shaped table, Dom-jot appears to be a cross between billiards and craps. Players bet on various multicolored images on the table, as they take turns to hit the balls with electronic cue sticks. The table features many bumpers and pockets, as well as lights and sounds that are activated according to the level of play. In a similar vein, the Terran game of pool remains popular, especially aboard *Voyager*, where Lt. Tom Paris's holosimulation of Chez Sandrine includes a pool table as

the central attraction. In 2371, Captain Kathryn Janeway reveals herself to be an accomplished player of the game.

Entertainment culture

Some races are so enamored with games that their entire culture is based on them. The Wadi, the first species to journey through the Bajoran wormhole from the Gamma Quadrant in 2369, play a fascinating game called Chula, which consists of a board with a winding maze that twists downward to end in triangles.

There are 12 shaps, or levels, in Chula; short cuts between the shaps allow players to move more rapidly between levels, albeit with greater risk. Players use three pyramidal dice with runic ciphers that cover the sides, and colored stones on the corners that correspond to the triangles on the board. Each player is given four figurines to run the maze. The Wadi require that you learn the rules as you play, starting on the second shap; only children start at the first. Chula is unique in that real individuals are made to take part as the game pieces, while an outside player controls their movements.

In 2369, Quark believes that the lives of four of *Deep Space Nine's* senior staff are in danger, until the Wadi assure him that Chula is merely a game.

Psychotropic addiction

A more dangerous game is the one that Ktarian Jol Etana introduces to Commander Riker in 2368. It is psychologically addictive and alters higher reasoning abilities. The game is played by wearing an interactive viewscreen over the head. Two laser beams are directed into the wearer's optic nerve, allowing the player to see a grid in front of them. In the grid is a disk, and the player must use their mind to send this object into a nearby cone. Upon success, the player is rewarded with a burst of physical pleasure; at higher levels there are more cones and shapes, with more chances for pleasurable results.

The Wadi introduce the game of Chula to Quark's customers on DEEP SPACE NINE.

GAMES IN BRIEF

Puzzles

Many different cultures have their own unique games. Kalevian montar, for example, is a game that Gul Dukat once played with Constable Odo. Dukat mistakenly believes they played the game many times, but Odo recalls that the Cardassian cheated. The Altonian brainteaser is a holographic puzzle that responds to neural theta waves, the goal being to turn a floating, multicolored sphere into a solid color. The Dax symbiont has been attempting to solve this puzzle for 140 years, but has yet to succeed. Jadzia Dax also fondly remembers the Winter Garden, a game featuring a maze.

Kal-toh is a Vulcan puzzle that tests balance and concentration. It is made up of short metallic rods, called t'an, that are placed in connection to each other in what appears to be a chaotic fashion. Done correctly, the t'an will transform into a symmetrical object. Kal-toh requires subtlety and a deep understanding of how to bring symmetry to disorder.

Arcades are still a popular form of entertainment for children; brothers Jake and Willie Potts play a game of laser duel at an arcade in 2367.

Other games include Prayko, a favorite



Kal-toh is an elegant Vulcan game which requires patience and perseverance. Players can create intricate structures from the pieces.

pasttime of Leeta's, who once said that she would have two Prayko alleys installed if she ran Quark's bar. Barokie is a 24th-century game that Ensign Cortin Zeller finds more challenging than Dom-jot, while Roladan Wild Draw is a card game similar to poker, and is as much a game of chance as it is of wills.

In 2268, Captain James Kirk creates Fizzbin, a fictitious card game that confuses the guards who are holding his landing party hostage on the planet Sigma Iotia II. Quark uses the same ruse in an attempt to fool Odo in 2373.





FILE 69 STAR TREK: THE NEXT GENERATION

STAR TREK: The Next Generation

A-Z Episode Guide Part 8

'SAREK'

FILE 69 CARD 70



The crew of the **U.S.S. Enterprise NCC-1701-D** are consumed by strange emotional moods when the revered **Vulcan** ambassador **Sarek** undertakes one final mission.



'SCHISMS'

FILE 69 CARD 126



Members of the **U.S.S. Enterprise** crew discover that they are being kidnapped by mysterious aliens from another spacetime-continuum, and subjected to horrifying experiments during their sleep.



'THE SCHIZOID MAN'

FILE 69 CARD 30



The former teacher of **Dr. Noonien Soong**, **Dr. Ira Graves**, successfully transfers his consciousness into **Data's** positronic brain shortly before his own death, in an effort to continue living.

'SECOND CHANCES'

FILE 69 CARD 143



An identical copy of **Commander Riker** is discovered on the planet **Nervala IV**, 'having been created in a **transporter** accident eight years earlier.



'SHADES OF GRAY'

FILE 69 CARD 47



Commander Riker is severely injured during a survey mission to **Surata IV** by a native plant, and must remember a series of memories in an effort to recover from the effects of the alien organism.

'SHIP IN A BOTTLE'

FILE 69 CARD 132



The Professor James Moriarty **holoprogram** is reactivated, and demands that a method is found to free him, and his love **Countess Regina Barthalomew**, from the constraints of the **holodeck**.



'SILICON AVATAR'

FILE 69 CARD 101



A former member of the **Omicron Theta** colony discovers a method of destroying the **Crystalline Entity** in revenge for the death of her son.

'SINS OF THE FATHER'

FILE 69 CARD 64



Worf and his brother **Kurn** return to the **Klingon** homeworld **Oo'noS** to defend the honor of their late father, **Mogh**. Mogh's dishonor is the result of the schemings of **Duras**, whose own father betrayed the Klingons in the **Khitomer massacre**.



'SKIN OF EVIL'

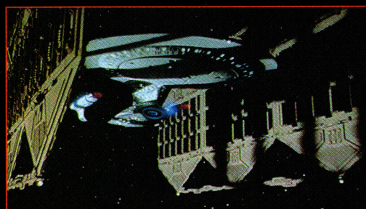
FILE 69 CARD 21

Lt. Tasha Yar is killed by a malevolent oil-slick-like life form known as **Armus**, while attempting to rescue the survivors of a crashed shuttlecraft. The **U.S.S. Enterprise** crew have little time to grieve for their fallen comrade as they must still save the trapped **Counselor Deanna Troi** from Armus's clutches.





STAR TREK: The Next Generation A-Z Episode Guide Part 8



'STARSHIP MINE'

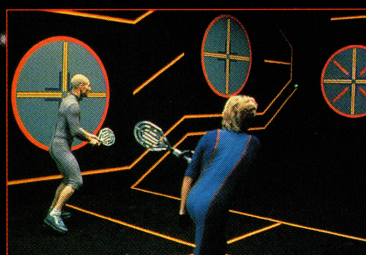
FILE 69 CARD 137

Captain Picard mounts a solitary attempt to protect the **U.S.S. Enterprise NCC-1701-D** from a group of terrorists who plan to steal **trilithium** from the starship.



'SUB ROSA'

FILE 69 CARD 157



After the death of her grandmother, **Dr. Crusher** abandons her career in **Starfleet** to pursue a romance with **Felisa Howard's** mysterious former lover.

'SUDDENLY HUMAN'

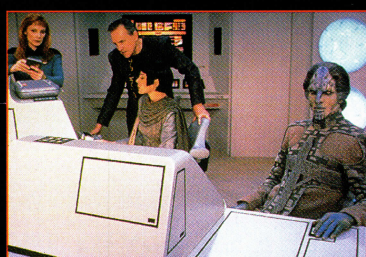
FILE 69 CARD 74

Captain Picard is torn between returning a teenage human to his natural family, or to the brutal **Talarians** who have cared for him since he was three years old.



'THE SURVIVORS'

FILE 69 CARD 50



Investigating an attack on the **Delta Rana IV** colony, the crew of the **U.S.S. Enterprise** discover an elderly human couple, seemingly untouched by the planetwide devastation.

'SUSPICIONS'

FILE 69 CARD 141

Dr. Beverly Crusher puts her career and her life on the line to prove that a **Ferengi** scientist was murdered for his revolutionary new **metaphasic shielding** technology.



'SYMBIOSIS'

FILE 69 CARD 22



The **U.S.S. Enterprise** crew discover that the inhabitants of the planet **Brekka** are responsible for the **Ornaran** civilization's dependence on the addictive drug **felicium**.

'TAPESTRY'

FILE 69 CARD 135

Following the failure of his artificial heart, **Q** allows **Captain Picard** to correct the errors of his youth, only for the captain to find his future career is dramatically altered as a result.



'THINE OWN SELF'

FILE 69 CARD 159



Data unwittingly infects an entire village on a pre-industrial world with radiation poisoning after suffering amnesia during a mission to recover a lost **Federation** probe.

'TIME'S ARROW', PART I

FILE 69 CARD 122

The discovery of **Data's** severed head in a cave in San Francisco leads the **U.S.S. Enterprise** crew to uncover an alien plot to harvest neural energy from humans of 19th-century Earth. Meanwhile, Data locates an old friend.



'TIME'S ARROW', PART II

FILE 69 CARD 122

In the 19th century, **Data** enlists the aid of **Guinan's** younger self, while **Captain Picard** and his senior crew also travel back into the past to retrieve their android colleague. The **U.S.S. Enterprise** officers find their efforts hampered, however, by renowned author Samuel Clemens.



'Strange Bedfellows'

'STRANGE BEDFELLOWS'

"With the Breen at our side, the Federation will not be able to stand against us. They'll be erased from the face of the Galaxy."

— Founder Leader

The evil Pah-wraiths reach out to Bajor's spiritual leader, Kai Winn, and urge her to aid in their Restoration. Meanwhile, Worf and Ezri Dax are sentenced to death by the Dominion, but they are saved at the last minute by a most unlikely ally.

Further strain is put on Weyoun and Damar's relationship after the Cardassian learns the price of the Dominion's alliance with the Breen is the concession of his own people's territory. When Damar insists that a Cardassian Order is at risk from

Klingon attack on Septimus III, Weyoun promises the situation will be resolved.

Incarcerated on Cardassia, Worf is also angered by the Vorta. The Klingon amuses Damar by murdering Weyoun, but the legate then points out that the Dominion will just provide a replacement clone. Worf and Ezri Dax will be executed in two days.

On *Deep Space Nine*, Kai Winn has been seduced by the disguised Dukat, and she experiences another vision. This time, the Pah-wraiths reveal themselves, and claim she must aid their Restoration. The kai is shocked, and attempts to consult the Prophets, but receives no response. Distraught, she admits to Colonel Kira Nerys that her political ambitions have taken precedence over the spiritual welfare of the Bajorans. This has long been Kira's view of things, and she suggests that Winn should now abandon her ambitions and position. The kai cannot do this, however, feeling that she has worked too hard to give up her high office and status.

Making peace

Worf and Ezri reconcile their differences while awaiting execution. Worf admits he does not love Ezri as he did Jadzia.

Damar has been told he will now report to the Breen, and discovers that 500,000 Cardassians have died on Septimus III, a tragedy Weyoun casually dismisses. Damar's response is to free Ezri and Worf, providing them with transportation so that they can deliver a message – he will now be the Federation's ally on Cardassia.

Kai Winn also reaches a decision. Citing the lack of communication and advice from the Prophets despite all she has done on their behalf, she will now walk the path the Pah-wraiths have laid out for her, accompanied by the disguised Dukat.

ON SCREEN...



1 Weyoun tries to appease Damar by suggesting that the Breen will ensure victory over the Federation, thereby freeing up plenty of new territory for the victors.



2 Kai Winn turns to Anjohl Tennen when she receives a vision from the Pah-wraiths, little realizing that the humble Bajoran is actually Dukat in disguise.



3 Kira suggests Winn atone for her failings by relinquishing the position of kai. Winn rejects the idea, claiming that now she has changed she will be a better kai for Bajor.



4 Worf admits he was attracted by the part of Jadzia Dax that remains in Ezri. Ezri in turn reveals that the love Jadzia felt for Worf heightened her own attraction to the Klingon.



5 Damar has become increasingly concerned about the Dominion's cavalier attitude to the loss of Cardassian life. He makes the decision to switch sides.



6 Another important decision is reached on Bajor. Winn decides to abandon her faith in the Prophets and turn to the Pah-wraiths. She will help bring about their Restoration.

STARSHIP FACTS

During their imprisonment, Ezri Dax assures Worf that she was honestly unaware of her feelings for Dr. Julian Bashir. This was revealed to her during the Breen interrogation.



'The Changing Face of Evil'

The Dominion-Breen alliance strikes two demoralizing blows against the Federation. An attack on Earth decimates San Francisco, the location of Starfleet Headquarters, and a new Breen energy disruption weapon destroys Starfleet ships in the Chin'toka system.

'THE CHANGING FACE OF EVIL'

"We have just received a Priority One transmission from Starfleet Command. The Breen have attacked Earth."

— Colonel Kira to Captain Sisko

Worf and Ezri Dax return to station *Deep Space Nine*, only to learn that the Dominion's new allies, the Breen, have attacked Earth and decimated Starfleet Headquarters.

Kai Winn's conversion to the cause of the Pah-wraiths is now complete. She is urged by Dukat, disguised as Bajoran farmer Anjohl Tennan, to consult the Kosst Amojan; this ancient Bajoran text tells how the evil spirits can be released from the Fire Caves. The kai is also promised that she will oversee what remains of Bajor after the Restoration.

Legate Damar, meanwhile, is actively working against the Dominion occupation of Cardassia. He compiles a list of sympathetic commanders, and organizes an attack on Dominion positions. His restored authority, and lack of reliance on kanar, is ascribed by Weyoun to renewed confidence in a Dominion victory over the Federation.

When recently established Federation positions in the Chin'toka system are breached by the Breen, the U.S.S. *Defiant* NX-74205 joins up with an alliance taskforce. Their assault is easily repelled, however, and the system is secured for the Dominion. The *Defiant* becomes a casualty of the battle, and Captain Sisko orders all hands to abandon ship.

Dark forces

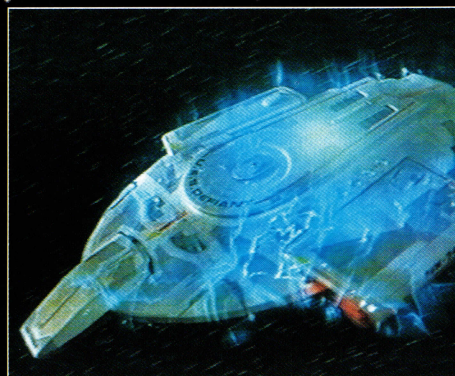
The pages of the Kosst Amojan initially appear to be blank. The kai's adviser, Vedek Solbor, tells Winn that Anjohl is really the Cardassian Dukat. She is appalled, but when the vedek threatens to disclose her defection to the Pah-wraiths she stabs him. Blood from her knife spills onto the Kosst Amojan and reveals the hidden text.

As the Federation survivors ponder how to deal with the new Breen energy disruption weapons, Damar makes a public proclamation of his rebellion. He has destroyed the Dominion's cloning facility and urges all Cardassians to join his resistance. His timing is perfect, revitalizing what may have become a demoralized Federation. Sisko is adamant that they must aid Damar.

ON SCREEN...



1 The Breen launch a devastating attack on Starfleet Headquarters on Earth, and also severely damage San Francisco's famous Golden Gate Bridge.



2 The U.S.S. *Defiant* joins the battle for the Chin'toka system. A Breen energy weapon closes down all the ship's systems, however, leaving it vulnerable to attack.



3 The *Defiant* bridge erupts in fire, and Colonel Kira Nerys is wounded when her console explodes. Dr. Julian Bashir carries her to an escape pod.



4 The Founder leader does not order the destruction of the Starfleet escape pods. She wants the demoralized survivors to return home and spread despair.



5 The key to releasing the Pah-wraiths lies in the Kosst Amojan. The book has been unread for 700 years, and is believed by the Bajorans to be inherently evil.



6 The kai's study of the ancient, dark text disturbs her adviser Vedek Solbor. His subsequent investigation leads to his death at the hand of Winn.

STARSHIP FACTS

Weyoun claims that the Breen homeworld is temperate in climate, despite the fact that the race wear heavy refrigeration suits.



V continued

Vallis, Elizabeth

One of only five survivors of the *S.S. Mariposa's* crashlanding on the **Alpha Quadrant** planet they later named **Mariposa**. Vallis and the other survivors resorted to cloning to create a sustainable population. (*Starship Log: 'Up The Long Ladder' [TNG]*)

SEE FILE 69

Valo system

This **Alpha Quadrant** star system was populated by many **Bajorans** who were forced to flee their homeworld when it was seized by the **Cardassians**. Its location in neutral space near the Cardassian border, and the impossibility of taking sensor readings in the vicinity of **Valo I's** third moon, made the system a convenient base for Bajoran rebels. A base administered by **Orta** was located on this moon. **Keeve Falor**, a Bajoran leader, operated from the southern continent of **Valo II**, while **Jaz Holza** occupied a camp on **Valo III**. (*Starship Log: 'Ensign Ro' [TNG]*) SEE FILES 10, 70

Valonnan school

A minimalist style of art that was founded by the **Cardassian Napart Malor**. **Gul Dukat** considered his daughter's paintings to resemble the Valonnan school. (*Starship Log: 'Sons and Daughters' [DS9]*) SEE FILE 70

Valt Minor

This **Alpha Quadrant** star system was named after **Valt**, one of two brothers who once ruled an empire. Valt perpetuated a centuries-long war with neighboring star system **Krios**, named after the other brother. It was ended by the **Ceremony of Reconciliation** in 2368. (*Starship Log: 'The Perfect Mate' [TNG]*) SEE FILES 18, 69

Valtane, Dimitri

A human science officer who served on the *U.S.S. Excelsior NCC-2000* under **Captain Sulu**. Lt. Valtane was unaware that he carried a memory virus in his brain. Upon his death, which

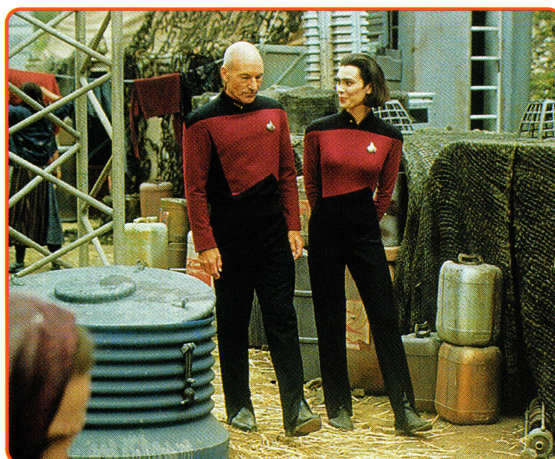


occurred in 2293 in the vicinity of the **Azure Nebula** during a battle with **Klingon** ships, the virus transferred to his shipmate, **Ensign Tuvok**. (*Starship Log: 'Flashback' [VOY]; Star Trek VI: The Undiscovered Country*) SEE FILES 71, 77

▲ Lt. Valtane died in 2293 when the console he was working at on the bridge of the *U.S.S. EXCELSIOR NCC-2000* exploded.

Valtese

The bipedal, humanoid population of the **Valt Minor star system**. (*Starship Log: 'The Perfect Mate' [TNG]*) SEE FILES 18, 69



▲ Captain Picard and Ensign Ro Laren visited the **Valos system** in 2368 to investigate the rumours of terrorist attacks by **Bajoran nationals**.

Valtese horn

A wind instrument that originated in the **Valt Minor star system**. The tones of Valtese horns were claimed to have a soothing effect on Valtese males, despite their sounding like braying **Targhee moonbeasts**. (*Starship Log: 'The Perfect Mate' [TNG]*) SEE FILES 18, 69

Van Doren, Dr.

The scientist who developed the cardiac replacement technique used to replace **Jean-Luc Picard's** heart in 2327. An initially far higher mortality rate for the procedure had diminished to 2.4 percent by 2365. (*Starship Log: 'Samaritan Snare' [TNG]*) SEE FILE 69

Van Gelder, Dr. Simon

This doctor administrated the **Tantalus V** penal colony until 2266, when his sanity collapsed after an experimental **neural neutralizer** was tested on him. When he recovered, Van Gelder replaced his deputy and successor **Dr. Tristan Adams**, whose exposure to the neural neutralizer was fatal. (*Starship Log: 'Dagger of the Mind' [TOS]*) SEE FILES 7, 68

Van Gogh, Dr.

In an unrealized timeline, the *U.S.S. Voyager NCC-74656's* **EMH** named himself Dr. Van Gogh and altered his follicular subroutine to produce the appearance of a full head of hair. (*Starship Log: 'Before and After' [VOY]*) SEE FILES 56, 71

Van Mayter, Lieutenant

A member of the engineering crew aboard the *U.S.S. Enterprise NCC-1701-D*. Lt. Mayter died in 2367 when a section of the ship was removed from reality in the **Mar Obscura Nebula**. (*Starship Log: 'In Theory' [TNG]*) SEE FILE 69

Vance

A human shuttle pilot and **Maquis** member who worked with **Michael Eddington**. Vance was killed by the **Jem'Hadar** on **Athos IV** in 2373. (*Starship Log: 'Blaze of Glory' [DS9]*) SEE FILE 70

Vanderberg, Chief Engineer

The engineer who ran the **pergium** mining operations on **Janus VI** in 2267. The mining disturbed the subterranean **Horta**, who responded by killing 50 of Vanderberg's men. He summoned the *U.S.S. Enterprise NCC-1701* for aid. (*Starship Log: 'The Devil in the Dark' [TOS]*) SEE FILES 7, 68

Vallis, Elizabeth

Valo system

Valonnan school

Valt Minor

Valtane, Dimitri

Valtese

Valtese horn

Van Doren, Dr.

Van Gelder, Dr. Simon

Van Gogh, Dr.

Van Mayter, Lieutenant

Vance

Vanderberg, Chief Engineer

Vanden Prime

Vanderweg, Lieutenant Greta

Vandor IV

Vandor star system

Vandros IV

Vanna

Vanoben transport

Vantika, Rao

Varala

Varani

Varaxian LM-7

Varel

Vargas

Varis, Sul

Varley, Captain Donald

varmeliate fiber

Varon-T disrupter

Varria

vascular regenerator



▲ Dr. Van Gelder escaped aboard the *U.S.S. ENTERPRISE NCC-1701* in 2266 by climbing into supply cases that were beamed aboard the starship.



▲ The EMH aboard the *U.S.S. VOYAGER NCC-74656* elected to name himself Dr. Van Gogh in an alternate timeline.



Vanden Prime

The planet on which **Damar** established the **Cardassian** liberation headquarters. **Kira Nerys** spent time on Vanden Prime trying to train **Damar**, **Rusot**, and their troops to be resistance fighters. (*Starship Log*: 'When It Rains ...' [DS9]) **SEE FILES 50, 70**

Vanderweg, Lieutenant Greta

This 37-year-old human science officer was married to a micropaleontologist who was working on **Mora V. Vanderweg** spent three years on **Deep Space Nine** prior to her murder in 2375. (*Starship Log*: 'Field of Fire' [DS9]) **SEE FILE 70**

Vandor IV

The fourth planet of the **Vandor star system**, and once the site of **Dr. Paul Manheim**'s studies into the relationship between time and gravity. Manheim's wife **Janice** also lived here. (*Starship Log*: 'We'll Always Have Paris' [TNG]) **SEE FILES 66, 69**

Vandor star system

The distant binary **Alpha Quadrant** star system where **Dr. Paul Manheim** carried out his studies. (*Starship Log*: 'We'll Always Have Paris' [TNG]) **SEE FILES 60, 69**

Vandros IV

Renegade **Jem'Hadar** planned to activate an **Iconian gateway** on this planet in 2372. (*Starship Log*: 'To the Death' [DS9]) **SEE FILE 70**

Vanna

The leader of the **Troglyte** agitators on the **Alpha Quadrant** planet **Ardana**. Her group, known as the **Disruptors**, were instrumental in the Troglytes winning greater parity with the **Cloud Dwellers** in 2269. (*Starship Log*: 'The Cloud Minders' [TOS]) **SEE FILES 18, 68**

Vanoben transport

A highly valuable artifact was stolen from this spacecraft in 2369. (*Starship Log*: 'Vortex' [DS9]) **SEE FILE 70**

Vantika, Rao

A criminal scientist from the **Alpha Quadrant** planet **Kobliad**, who successfully evaded the authorities for two decades. He had been procuring life-prolonging **deuridium** when he was captured on **Deep Space Nine**, but switched his consciousness into **Dr. Julian Bashir** via a **microscopic generator**. **Jadzia Dax** was able to transfer his essence into an energy containment cell, where he was destroyed by Kobliad security officer **Kajada** in 2369. (*Starship Log*: 'The Passenger' [DS9]) **SEE FILES 18, 70**

▶ **Rao Vantika used many methods to delay his inevitable demise. This included the transfer of his consciousness into other bodies.**



Varala

The planet on which **Laas**, a Changeling, matured. The **Federation** had no contact with Varala, so only Laas's disparaging description of a world swarming with humanoids, cities, and farms, is available. (*Starship Log*: 'Chimera' [DS9]) **SEE FILES 54, 70**

Varani

This once esteemed **Bajoran** musician was reduced to playing in **Quark's bar** during the **Cardassian** occupation of **Bajor**. He had previously performed at the prestigious **Jalanda Forum**. (*Starship Log*: 'Sanctuary' [DS9]) **SEE FILE 70**

Varaxian LM-7

A lethal biological weapon, which was among many offered by arms dealer **Hagath** in 2373. (*Starship Log*: 'Business As Usual' [DS9]) **SEE FILES 58, 70**

Varel

A **Romulan** science officer who aided **Mirok**'s testing of the **interphase generator** in 2368. (*Starship Log*: 'The Next Phase' [TNG]) **SEE FILE 69**

Vargas

A male member of **Starfleet** who was assigned to the planet **AR-558** in 2375. Vargas fired on **Benjamin Sisko**, thinking he was a **Jem'Hadar**. Soon after, a real Jem'Hadar attack took Vargas's life. (*Starship Log*: 'The Siege of AR-558' [DS9]) **SEE FILE 70**

Varis, Sul

Despite being only 15, **Sul Varis** led the **Paqu** villagers on **Bajor**. In 2369, she traveled to **Deep Space Nine** to negotiate a boundary dispute with the **Navot** tribe who lived on the other side of the **Glyrhond River**, and eventually settled the dispute by offering to surrender land in return for free trade access. While on the station, she befriended **Jake Sisko** and **Nog**. (*Starship Log*: 'The Storyteller' [DS9]) **SEE FILES 10, 70**

▶ **Sul Varis's youthful appearance belied the wisdom that she carried with her.**



Varley, Captain Donald

The commander of the **U.S.S. Yamato NCC-71807**, which was destroyed by a software malfunction in 2365. Captain Varley had been a friend of **Captain Jean-Luc Picard**. (*Starship Log*: 'Contagion' [TNG]) **SEE FILES 19, 31, 69**

varmeliate fiber

Foodstuff from the **Delta Quadrant** planet **Napinne**, which was purchased by **Neelix** and taken to the **U.S.S. Voyager NCC-74656** in 2371. (*Starship Log*: 'Learning Curve' [VOY]) **SEE FILE 71**

Varon-T disruptor

This pistol, illegal in the **Federation**, disrupts the body from the inside, resulting in a lingering and agonizing death. Of the five Varon-T disruptors manufactured, four were believed to have fallen into the hands of **Zibalian** trader **Kivas Fajo**. In 2366, he used one to murder his former protégée **Varria**. (*Starship Log*: 'The Most Toys' [TNG]) **SEE FILES 58, 60, 69**

Varria

The assistant to **Zibalian** trader **Kivas Fajo** for more than 14 years. Varria was murdered by Fajo in 2366 when she aided the escape of the kidnapped **Data**. (*Starship Log*: 'The Most Toys' [TNG]) **SEE FILES 58, 69**

vascular regenerator

A small, handheld **Starfleet** medical device that quickly repairs blood vessels. A lacerated carotid artery, once a fatal injury, is easily healed by a vascular regenerator. (*Starship Log*: 'The 37's' [VOY]) **SEE FILE 71**

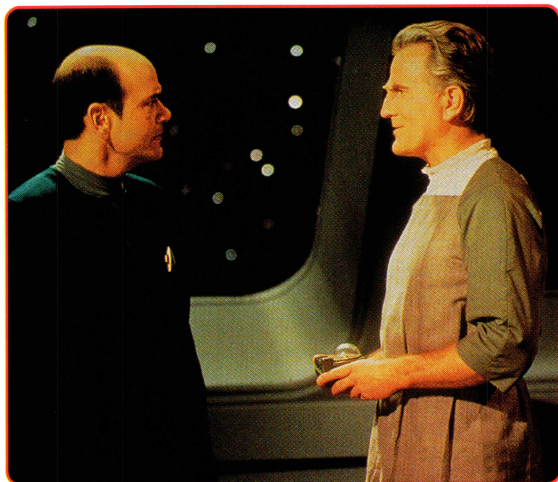


V continued

Vash This human female archeologist with an adventurous streak assisted **Dr. Samuel Estragon** until his death in 2366. Using his notes, Vash located a fabled artifact, the **Tox Uthat**, on **Alpha Quadrant** planet **Risa**, and manipulated **Captain Jean-Luc Picard** to aid her quest. She and Picard were later abducted by **Q**, and compelled to play out versions of Earth's Robin Hood fables, after which Vash accompanied **Q** to unexplored parts of the **Gamma Quadrant**. She was later rescued and brought to **Deep Space Nine**, where an artifact she had obtained nearly destroyed the station. Afterward, she turned down the **Daystrom Institute's** invitation to give a talk about her Gamma Quadrant journey. (*Starship Log: 'Captain's Holiday'* [TNG]; 'Q-Less' [DS9]) **SEE FILES 44, 69, 70**

Vaskan arbiter A 31st-century Vaskan who was part of the board studying historical information concerning the **Great War** between the Vaskan and **Kyrian** races. (*Starship Log: 'Living Witness'* [VOY]) **SEE FILE 71**

Vaskans This **Delta Quadrant** race shared their planet with the **Kyrians**, who felt oppressed by their neighbors. In response, they attacked the **U.S.S. Voyager NCC-74656** during negotiations with a Vaskan ambassador in 2374. This initiated the **Great War** between the two races, with strained relationships continuing until the early part of the 31st century. By 3080, however, holographic evidence from *Voyager* had been located, leading to a new era of harmony between the races. (*Starship Log: 'Living Witness'* [VOY]) **SEE FILE 71**



▲ The **U.S.S. VOYAGER NCC-74656's EMH** was reactivated in the 31st century and provided a fresh insight into the conflict between the Vaskans and the Kyrians.

vasokin A medicinal compound known to increase blood flow in humans, but side effects include severe functional deterioration of the lungs, kidneys, heart, and brain. It was still undergoing tests in 2371, when it was administered to the dying **Vedek Bareil**, enabling him to continue **Bajoran** peace negotiations with the **Cardassians**. (*Starship Log: 'Life Support'* [DS9]) **SEE FILES 47, 70**



▲ The **Vault of Tomorrow** contained thousands of eggs that would provide the next generation of the **Horta** silicon life forms.

vasodilation A method of communication used by the **Voth** race, in which temporary enlargement of blood vessels permits a higher rate of blood flow. The resulting skin tone imparts much emotional information to other Voth, and was particularly relevant during courtship. (*Starship Log: 'Distant Origin'* [VOY]) **SEE FILES 18, 71**

Vassbinder, Professor A **Federation** scientist who was prone to moments of confusion, and once gave a hypnotic lecture on the ionization effect of **warp nacelles**, before realizing his topic was supposed to have been psychology. He had also carried out research into **warp field** technology, and taught temporal mechanics at **Starfleet Academy**, a course which **Chakotay** failed. (*Starship Log: 'Timescape'* [TNG]; 'Year Of Hell' Part II [VOY]) **SEE FILE 69, 71**

Vatm, Dr. An astrophysicist from the **Nezu** colony, who discovered that the asteroids bombarding his world were artificial constructs dispatched by the **Etanian Order**. He accumulated information about their technology, discovering that the asteroids were intended to soften up the Nezu for invasion, and that one of his fellow colonists, **Sklar**, was an Etanian collaborator. In 2373, Vatm was poisoned by Sklar to prevent him from making his findings public. (*Starship Log: 'Rise'* [VOY]) **SEE FILES 18, 40, 71**

Vault Of Eternal Destitution The **Ferengi** version of hell. The race believes those who have not accrued a profit during their lifetime are destined to spend the afterlife here. (*Starship Log: 'Little Green Men'* [DS9]) **SEE FILES 14, 70**

Vault Of Tomorrow An underground gestation chamber maintained by the **Horta** on the **Alpha Quadrant** planet **Janus VI**. The chamber was breached by **Federation** miners, who inadvertently threatened the future of the Horta. (*Starship Log: 'The Devil in the Dark'* [TOS]) **SEE FILES 7, 68**

Vaytan A star with a superdense corona, which made it the ideal testing place for a new **metaphasic shield**. In 2369, a shuttlecraft from the **U.S.S. Enterprise NCC-1701-D** was sent into the corona, protected by the experimental shielding. (*Starship Log: 'Suspicious'* [TNG]) **SEE FILE 69**

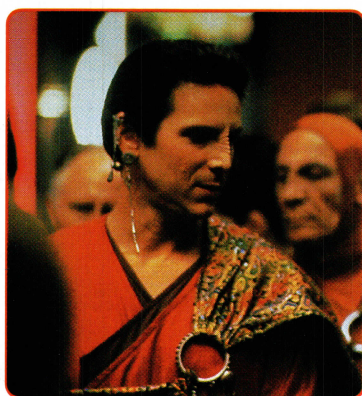
Vash
Vaskan arbiter
Vaskans
vasokin
vasodilation
Vassbinder, Professor
Vatm, Dr.
Vault of Eternal Destitution
Vault of Tomorrow
Vaytan
vedek
Vedek Assembly
Veer, Tova
Vega
Vega Colony
Vega IX probe
Vega-Omicron sector
Vegan choriomeningitis
VeK'tal response
Vek
veklava
Vekma
Vekor
Vel
Velal, Subcommander
Velara III
Vellorian mountains
velocity



▲ Vash's feminine charms captivated both **Captain Jean-Luc Picard** and the omnipotent being **Q**.



▲ **Vedek Bareil** was given **vasokin** in 2371 after he was severely injured in an explosion on a transport ship.



vedek A spiritual leader on the planet **Bajor**, and member of the **Vedek Assembly**. There were 112 vedeks, who ranked immediately below the **kai**, the overall guardian of Bajor's spiritual wellbeing. (*Starship Log*: 'In the Hands of the Prophets' [DS9]) **SEE FILES 10, 47, 70**

◀ **Vedek Bareil was among the many vedeks who led the spiritual faith that played such an important part in the lives of the Bajoran population.**

Vedek Assembly The caucus of 112 **vedeks**, who meet to decide matters of spiritual policy on **Bajor**. In 2370, they were instrumental in denying the **Skrreeans** permission to form a colony on Bajor. (*Starship Log*: 'Sanctuary' [DS9]) **SEE FILES 10, 18, 70**

Veer, Tova A **Voth** scientist and archeologist who supported the controversial **Distant Origin Theory** for the Voth. He assisted **Professor Forra Gegen**, who formulated the theory, but was eventually persuaded to recant his beliefs and denounce the professor. (*Starship Log*: 'Distant Origin' [VOY]) **SEE FILE 71**

Vega An **Alpha Quadrant** star located 26.5 light years from Earth's solar system, and also referred to as **Alpha Lyrae**. During the war with the **Dominion** in 2374, the **U.S.S. Defiant NX-74205** escorted a convoy to the **Vegan system**. (*Starship Log*: 'The Sound of Her Voice' [DS9]) **SEE FILE 70**

Vega Colony This **Federation** colony in the **Alpha Quadrant** was the destination of the **U.S.S. Enterprise NCC-1701** under the command of **Christopher Pike** in 2254, but it was waylaid by a distress call. (*Starship Log*: 'The Cage' [TOS]) **SEE FILE 67**

Vega IX probe This long-range **Starfleet** information recording device discovered the sentient spacecraft later named **Tin Man**, when it was sent to view the collapse of the star **Beta Stromgren** in 2366. (*Starship Log*: 'Tin Man' [TNG]) **SEE FILE 69**

▶ **GOMTUU, the living spacecraft that was referred to by Starfleet as TIN MAN, was discovered by the VEGA IX probe near Beta Stromgren.**



Vega-Omicron sector An area of the **Alpha Quadrant** that was patrolled by the **U.S.S. Aries NCC-45167** in 2365. (*Starship Log*: 'The Icarus Factor' [TNG]) **SEE FILE 69**

Vegan choriomeningitis A potentially fatal disease. The symptoms of Vegan choriomeningitis progress from fever and pain in the extremities to delirium and death, unless treatment is administered within 24 hours of infection. **Captain James T. Kirk** contracted the disease in his youth, and surviving traces in his bloodstream were used to kill volunteers from the overpopulated **Alpha Quadrant** planet **Gideon** in 2268. (*Starship Log*: 'The Mark of Gideon' [TOS]) **SEE FILES 5, 18, 43, 68**

VeK'tal response A means of assessing a **Klingon's** physiological condition. (*Starship Log*: 'Ethics' [TNG]) **SEE FILE 69**

Vek This **Alpha Quadrant** civilization was waging war with the **Minnobians** in 2373. (*Starship Log*: 'Business As Usual' [DS9]) **SEE FILE 70**

veklava A **Bajoran** food which was provided at the **Deep Space Nine** reception for a **Trill** science team in 2373. (*Starship Log*: 'Business As Usual' [DS9]) **SEE FILE 70**

Vekma A female **Klingon** warrior who served aboard the **Klingon Bird-of-Prey I.K.S. Pagh** in 2365. She taunted **Will Riker** during his officer exchange posting by questioning his ability to endure a Klingon female. (*Starship Log*: 'A Matter of Honor' [TNG]) **SEE FILE 69**

Vekor One of the band of mercenaries who kidnapped **Commander Riker** from **Barradas III** in 2370. She later rebelled against group leader **Arctus Baran**, despite him possessing the controller for her neural implant, and was killed on the planet **Vulcan** by fellow renegade **Tallera**, using a **psionic resonator**. (*Starship Log*: 'Gambit', Parts I and II [TNG]) **SEE FILE 69**

Vel In addition to running a freighter, this individual was an active member of the **Open Sky** terrorist group rebelling against the oppressive **Akritiri** regime. The bomb that detonated in the **Laktivia recreation facility** in 2373, killing 47 people, was manufactured on Vel's freighter. He had a younger sister named **Piri**. (*Starship Log*: 'The Chute' [VOY]) **SEE FILE 71**

Velal, Subcommander The **Romulan** officer who replaced **Senator Cretak** as Romulan liaison to **Deep Space Nine** in 2375. Velal agreed to the all-out assault on **Dominion** strongholds that ended the **Federation/Dominion war**. (*Starship Log*: 'Inter Arma Enim Silent Leges' [DS9]) **SEE FILE 70**

Velara III In 2364, a **terraforming** operation revealed that this **Alpha Quadrant** planet, previously believed to be uninhabited, was home to an indigenous species. The existence of these crystalline **microbrains** was concealed by **Kurt Mandl**, whose work would be cancelled if the **Federation** found out that a life form was threatened. The planet was eventually quarantined at the request of the microbrains. (*Starship Log*: 'Home Soil' [TNG]) **SEE FILE 69**



▶ **The planet Velara III was intended to be used in a terraforming project. The presence of a microbrain life form stopped the project from proceeding.**

Vellorian mountains Area of the **Alpha Quadrant** planet **Barkon IV** from which **Talar**, the healer of a distant village, believed **Data** had originated. (*Starship Log*: 'Thine Own Self' [TNG]) **SEE FILES 18, 69**

velocity A game played by members of the **U.S.S. Voyager NCC-74656** in the ship's **holodeck**. During 10 rounds, two opposing players must attempt to propel a floating disk toward their opponent by means of a hand **phaser**, while simultaneously trying to avoid being hit by the disk. (*Starship Log*: 'Hope and Fear' [VOY]) **SEE FILES 7, 71**